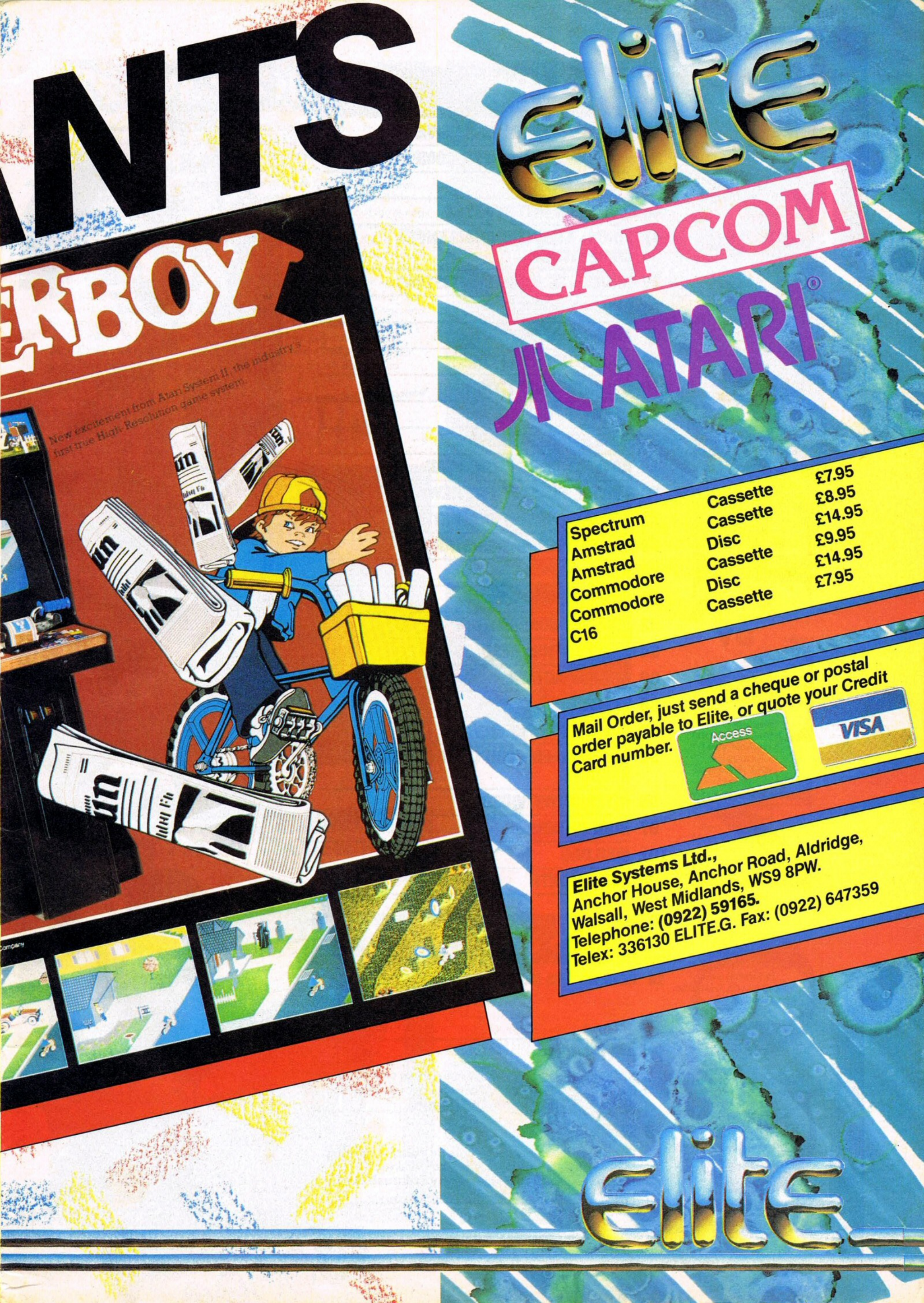

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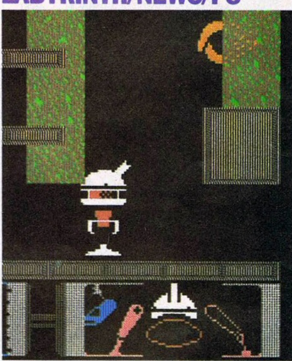
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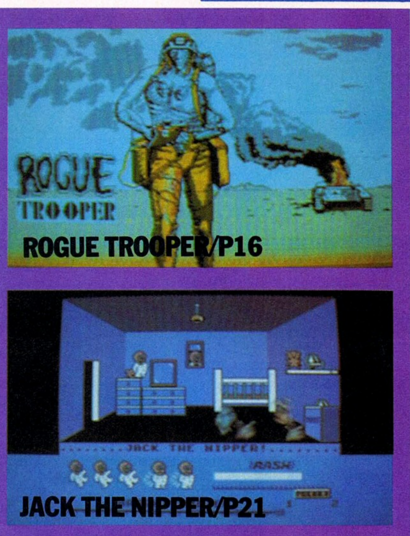
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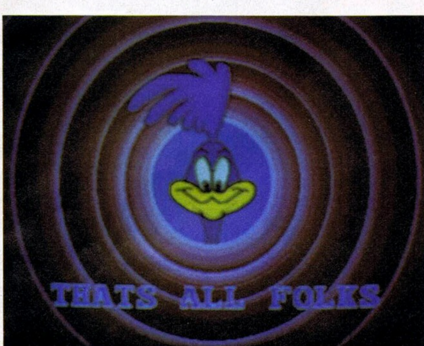
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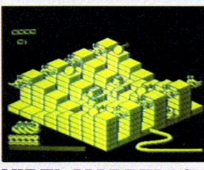
● Is this issue of C+VG value for money or what? There's so much in it we're amazed that it's not bursting at the staples! First off we've got a special sneak peek at Design Design's **Rogue Trooper.** Can the cult comic hero become a cult computer hero? Find out inside. Yet more previews in the shape of Domark's official **Trivial Pursuit** — the computer version, Andrew Braybrook's **Alleykat** and the long awaited follow-up to **Exploding Fist!** Star games and star interviews too. We've talked to the pioneering **Mel Croucher** about his incredible new interactive video system, and **Delroy Pearson** from top disco group Five Star about his Commodore 64. And we've got some tickets for Five Star's London concert to give away. Keith Campbell has been down to meet the **Delta 4** trio and bring back news of the goings on in their sleepy country village. We take a look at MUGS — no, not the things you drink tea out of stupid — Multi-User Games. It's a magical mystery tour through a weird and wonderful world. Then there're tons of competitions, and all your favourite regular features. And a free pull out **Cyborg** poster. And it's all yours for just 98p. How do we do it? Who knows. . .?



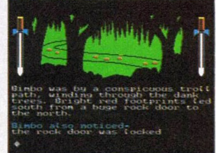
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■ **Peter Jones** and **Trevor Lever** are a pair of dodgy geezers. They were the people who teased you with **Terrormolinos** and harrassed you with **Hampstead.** Their latest enterprise takes you into the twighlight world of petty criminals, ex-cons and assorted hard-nuts.

Dodgy Geezers is a two part graphic adventure packed with Lever and Jones humour.

C+VG's very own dodgy geezer, **Keith Campbell**, will be looking at the latest Lever and Jones adventure in depth in a future issue. And he'll have them bang to rights, guv!



● Masters of the Universe

■ **Gauntlet** and **Masters of the Universe** head a powerful release of **US Gold** games set to dominate the charts this autumn and into the New Year.

Gauntlet, a huge smash for Atari in the arcades, is now being developed by **Gremlin Graphics** for C64, Spectrum, Amstrad, MSX and Atari. An Atari ST version will be developed in conjuction with **Adventuresoft**

The game consists of four characters: Thyra the Valkyrie who has strong armour, Thor the Warrior, skilled at hand to hand combat, Merlin the Wizard who has the best magic of all and Questor the Elf who has the gift of speed. The key to success depends on how long you last the onslaught of your many attackers — from ghosts to demons. You have to search through the mazes to find the exit to the next level to enter a further stage of furious action and spellbinding excitement!

Masters of the Universe is based on the highly popular television series.

There will be two different games — an arcade one for the C64, Spectrum, Amstrad and Atari ST and an adventure game which will be available on all these formats plus the BBC, C16 and MSX.

The players must help He Man and his fellow heroes Battle Cat, Teela, Man-at-Arms and Orko in their fight against the evil Skeletor.

The arcade game should be out in October with the adventure following in November.

Infiltrator (see last month's *C+VG* for screen shots) will be out first on the 64 with Spectrum and Amstrad versions following. In it you play the role of a secret agent who must stop a plan to destroy the world.

Among the **Epyx** games **US Gold** will be releasing are **Super Cycle** (C64, Amstrad and Spectrum), a breakneck speed motorbike race game, **Championship Wrestling** (C64) and **Movie Monster** which

● Break Thru





● Gauntlet

allows you to play the role of various monsters which have starred in sci-fi films.

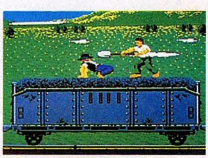
The monsters are Godzilla, Giant Wasp, The Glob, Megatron Robot, Tarantula and King Cream Puff(?). There is a choice of various scenarios to be played out in various cities of the world. For instance, trampling a famous landmark or just eating everything in sight.

World Games (C64, Spectrum and Amstrad) is another those sports simulation which were such a smash last summer. Events include cliff-diving in Mexico, bullriding in America, log-rolling in Canada and caber tossing in Scotland. It should be available by November.

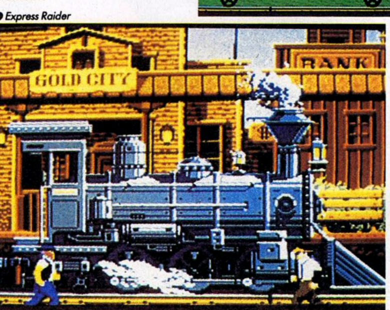


● Championship Wrestling

Besides **Gauntlet, US Gold** is also getting in on the craze for arcade conversions with **Xevious** (C64, Spectrum, Amstrad), the shoot 'em up, and two **Data East** games, **Express Raiders**, a great Western epic of biff, bash and bang, and **Break Thru** in which you control a pretty amazing leaping jeep through five hazardous levels.



● Express Raider



HOT GOSSIP

By Tony Takoushi

I thought last month's review of Atari ST games would be impossible to top.

But it's actually happened! The ultimate conversion is here, **Marble Madness** has arrived.

That is the good news, the bad news (unless you have £1696.25 to spare!) is that it runs on the Commodore Amiga.

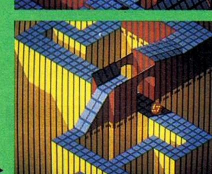
It was written for the American company **Electronic Arts** and it will be released in late August in the UK by **Ariolasoft** with a retail price of £29.95.

Marble Madness is one of the few games that truly transcends all areas of arcade play, from Zapsters (uh-hmm) to keen strategists. It offers a frenetic energy and compulsion to play that quite possibly few will ever experience in their lifetime. (HEAVY, but honestly there is no equal across any format in terms of arcade conversion quality).









For those of you who missed out on MM it goes like this... The aim is to guide a Marble through six different platforms. Each platform has different dangers to negotiate and a time limit is enforced to ensure you do not dawdle along the way. If you run out of time the game is over.

So much for the overview, down to the nitty-gritty. When the game has loaded you are presented with an options page.

Here you can select your difficulty level (0-7), control (joystick, mouse or two trackball options) and one or two player game (more on this one later).

The six levels to work through are titled, Practice, Beginner, Intermediate, Aerial, Silly and Ultimate (the BIG one).

continued on page 10 ▶





■ **David Bowie** has done most things — except star in a computer game. **Activision** and **Lucasfilm** are about to remedy that by translating Bowie's latest fantasy movie, **Labyrinth**, into a game. The movie has already opened in the States and is due in this country sometime around Christmas.

It also stars some of Muppet man **Jim Henson's** spectacular puppets. You may remember **Dark Crystal** which featured his earlier creations.

Henson's Labyrinth creatures were made at his Hampstead studios — a stone's throw from Activision's new HQ. The movie has a heavy *Dungeons and Dragons* theme. Bowie plays the Goblin King who rules a vast underground complex — the **Labyrinth.** Our American correspondant **Marshal M. Rosenthal** has been talking to the programmers at Lucasfilm about this exciting movie tie-in and we'll be bringing you his report in a future issue. In the meantime enjoy the pictures from the film!

■ Pieces of eight, pirate gold, death under the sun — that's the promise of **John Silver's Return to Treasure Island**, a graphic and text adventure from Software Projects.

The game — which ties in with the current television series — casts you in the role of Jim Hawkins in a race to get the remains of Captain Flint's treasure from its hiding place on the Island.

The island itself is accurately reproduced in 3D from the original Treasure Island maps, with mountains, rivers, trees, beaches etc., all displayed in full perspective with approximately 200,000 locations and eight angles of view from each location giving over 1.5 million possible views. Each view occupies the top 3/4 of the screen, with the status area below.

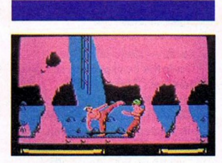
The game is played in real time, and has a dusk/night/dawn sequence to give added atmosphere.

The player must keep a careful watch on his strength, which will be reduced by various forms of physical exertion, but which can be replenished by eating and sleeping.



A series of clues are hidden at various locations around the island. All of these must be found and pieced together to discover the location of the missing treasure.

The program was designed and written by Tony Baden and Tony Milner and is available initially on the Commodore 64, with Amstrad and other conversions following shortly. The price will be £9.95.



■ Watch out — **Fist** is on his way back! The bone-crunching hero of the game that took the games world by the throat last summer is planning a comeback bout. **Way of the Exploding Fist** is a tough act to follow. Can **Melbourne House's** Aussie programmer **Greg Barnett** and graphic genius **Gregg Holland** come up with something even better? C+VG's spies staged a Ninja style raid on the **Melbourne House** HQ to find out. The exciting news is that **Fist II: The Legend Continues** looks so hot that you'll burn your fingers snatching a copy off the shelves. It isn't just another karate combat game. **Fist II** is a REAL matial arts adventure.

First of all our hero has a mission. He has to fight and destroy an evil warlord who hides away in a volcano fortress. But before he can do this Fist must learn some lost and very ancient martial arts skills. He learns by finding trigrams or zaroths that are scattered about the 100 screens — and in mortal combat with deadly opponents.

The world of **Fist II** is a sprawling, hostile land of dank swamps and dark forests, of mountains and caves.

At the end of this adventure lies the volcano fortress of the evil warlord, ruling the blighted land from behind a deadly defence of mercenary guards and traps. The warlord can only be destroyed by a true Fist Master, one who has learnt the forgotten fighting techniques of the once mighty warriors of the Exploding Fist by studying the ancient trigrams.

There will be 15 different opponents. Some of which you'll encounter more than once — but the second time around they'll have different skills!

You're going to need all the joystick skills you learned in the original **Exploding Fist** to compete in this new challenge — plus a few more. Each different combat situation requires different skills.

Fist II will be released on August 14th on the 64 and will cost just £9.95. Amstrad and Spectrum owners will have to hold onto their cash for a bit longer. Bet you can't wait. We can't!



HOT GOSSIP

As you start each level you are given a time limit to complete it, (levels one to five being 60, 75, 45, 30 and 25 seconds).

If you complete a level with time to spare this is added to your time allowance for the next level. A bonus of 100 points for every second remaining is added to your score.

If you are destroyed along the course you lose time as a new ball has to be formed and the old one is cleared by a sweeping brush.

All the graphics are of the highest standard and there are six tunes (one per level) to play along to. The tunes are in stereo and complement the game to perfection.

The play screen comes up and it is made up of pathways with an attractive metallic sheen. Your Marble is formed a la Defender with many bits of Marble flying around to form a ball on the launching platform.

Now the fun starts, the ball rolls around and you have to develop a "feel" for it, as it has inertia built in.

One of the beauties of this game is that you can play to your own style. If you are the passive (Clark Kent) type you can try to go around the obstacles, OR really go-for-it and try to bump off everything in sight (for which there are bonuses). The choice is very much yours.

As you make your way through each level some real adrenalin boosters are thrown in to keep you on your toes. There is a hydraulic ramp which must be approached at just the right moment or you will rebound and lose precious time. Slinkies, how I hate Slinkies, these guys stun you and then try to eat you by jumping in the air and landing plush on top of you (they even lick their lips!).

There are evil Black Marbles roving around whose intentions are to get in the way and be a nuisance. The acid pools are a no-no, keep away from them! They slime around and if you make contact your ball is dissolved.

The Vacuum cleaners (that's what I call them) are real beastly. These yellow 'hooters' spring-up at the side of the pathways and try to suck you in (some fast waggling gets you past them). The Hammers (oh no, NOT the Hammers!) are real crazy, they pop out of the ground and clobber you senseless.

The metallic prod-poles shoot out of the ground at random. If you are rolling across them as it happens you are truly shafted into the air and fall to certain destruction.

As you learn to play each level you will find some short-cuts. The mechanical wave can best be described as a Surfer's delight! You can ride the wave to cross platforms and get to the home goal quicker.

Other little tips you have to learn by experience, like falling down the metal tubing to get to lower platforms (and getting a bonus) and entering ice bowls at just the right place so you do not slide into oblivion.

Marble Madness played solo is finger-stickingly addictive. However, if you take the two player option (one Red, one Blue) and challenge a friend then be prepared for all hell to break loose!

Being the sport I am, I naturally play a totally aggressive game and try to ram my opponent into everything in sight.

If you manage to pass your opponent and get a screen length ahead then he loses five seconds off his time and rematerialises on the same screen as you.

The player who finishes the course first also gets a five second bonus for the next level and a score bonus.

To do this game justice is almost impossible, it has to be PLAYED. It is that simple and THAT addictive.

The Amiga's graphic and sound capabilities far exceed anything on the home micro front at present, but its price is prohibitively high. The price WILL drop and hopefully soon.

The game will, thankfully, be released on the Commodore 64 soon

---

■ **Ariolasoft** has released five programs for the Amiga including the specially developed **Articfox**.

Articfox is a strategic combat tank simulation in which you save the earth from a lot of aliens.

The other Amiga releases are **Skyfox, Archon, Seven Cities of Gold** and **One-on-One.** All titles sells for £22.95.

■ **Room 10** by **CRL** is to be released on the Commodore 64, price £7.95. The game — a C+VG Game of the Month in September — is named after a cell or room in a leisure complex of the future in which they play a ball game known as glyding.

■ **Elite**, the people behind the **Commando, Bomb Jack** and **Ghost 'n' Goblins**, are to launch a new range £2.99 budget games over the next few months.

The games, which will be re-releases of former full price titles, will be published at a rate of one each week.

Elite has bought around 100 back titles from various companies.

Heading the release schedule is **Full Trottle** on the Spectrum. Games to follow are **3D Death Chase** (Spectrum), **Skool Daze** (Spectrum and Commodore 64), **Valhalla** (Spectrum and Commodore 64), and **Pool**.

■ The time is the future. The place — space. The event — the Alleykat Championship! It's the ultimate race. Contestants from all over the galaxy have gathered in their race-prepared space-ships to compete for the Alleykat Champ title. Unlike earthbound racers who compete on a flat track these ace pilots race around specially constructed space wheels. These oval tracks are crammed with



hazards — static and moving.

This is the background to **Andrew "Uridium" Braybrook's** latest all action thriller, **Alleykat**, due to hit the 64 in September. He's taken **Uridium**, turned it upside down and come up with an original space race game.

You have to compete in a season of Alleykat races which take place in eight space wheels. There are 32 different races to attempt in all. But it'll take you time to try them all as there's an element of strategy built in. You have to win prize money to enter the races — and to win cash you have to win races. Catch 22 . . .

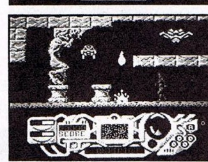
You race in one event per space "month", choosing carefully which race to enter bearing in mind your particular race skills and the money you've got in the kitty.

The game begins on an option screen which allows you to scroll through the months — but don't expect the normal January, February stuff. Andrew has worked out his very own alien calendar for a bit of fun.

Andrew's **Alleykat** is bound to further his already considerable reputation as an ace coder. The game will be released by Hewsons on the 64 in September.

■ Here's a first look at **Palace Software's** follow up to the highly successful **Cauldron II — The Pumpkin Strikes Back.** You play the part of Tal must find some secret armour to enable him to destroy aliens tyrants. The Commodore graphics look excellent. Spectrum and C64 versions should be out in late





September and will sell for under £10. The game comes with a free comic book.

■ Oooh — awwwooo — awwwoooo! Excuse me, but I'm just practicing my lord of the jungle war cry in preparation for the arrival of **Tarzan. Martech**, fresh from their success with Samantha Fox, has signed up **Edgar Rice Burrough's** famous jungle hero for his first computer adventure. The game features some novel graphic ideas. You appear to be looking through the jungle and watching Tarzan dash about behind the lush vegetation. There are temples and caves to explore as well. More soon.

■ Get an eyeful of **Iridis Alpha**, the new Jeff Minter arcade strategy shoot 'em up for the Commodore 64.

It's the first result of the new tie up between Minter's Llamasoft company and Hewsons, who stunned the world with **Uridium.**

After the initial screens your Gilby Robot Fighter warps into the first of the five upper planets displayed in the top third of your screen.

Iridis Alpha for the CBM 64 will sell for £8.95 cassette and £12.95 disk and will be released in mid August.

continued on page 12 ▶











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■ Following the success of their Graphic Adventure Creator, **Incentive Software** are bringing out a new range of games under the Medallion Adventure title. This will be a separate entity from Incentive.

The games in this range will all have been programmed by the people who bought and compiled their own games on G.A.C.

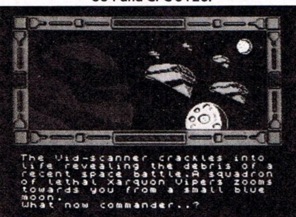
The first game to be released on this title is **Winter Wonderland** for the Amstrad. Release date is October.

At the moment G.A.C. is out for the Commodore, Spectrum, Amstrad and the BBC. There is a possibility of an Atari version in the future.

Any readers who have bought G.A.C. and think they have come up with a good adventure, **Incentive Software** are very keen to see your efforts.

Who knows, your game could be the next one published under the Medallion Adventure range and earn you a few quid.

A "special deal" for standard G.A.C. owners is the change to upgrade to the Amstrad G.A.C. plus — CPC464 (disk drive) CPC 664 and CPC 5128.



■ **Nosferatu the Vampyre**, the cult gothic horror film, is being turned into a creepy game by Piranha, Macmillan's new label.

In the game Count Dracula has moved out of his castle in Transylvania to a large, rambling old house in Wismar. The estate agent, Renfield, sends Jonathan Harker, husband of Lucy Harker, to give the deeds to the Count.

Harker travels to the castle, where he is attacked by the vampire and barely escapes with his life. Dracula travels by sea to Wismar and takes up residence. He meets Lucy and falls in love with her. He believes that she can end his years of torment.

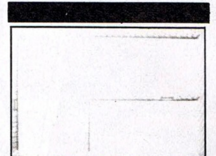
Eventually, she faces the vampire alone one night and the blood is drained from her body. She does, however, manage to destroy the vampire by keeping it with her until the first rays of sunlight hit the windows of her room.

The game falls into three sections. First at the castle of Dracula. J Harker has just realised he has been tricked by the Count. He has left the deeds to the house in Wismar on the table in the dining-room and starts the game in one of the many bedrooms on the first floor of the castle. He must retrieve the deeds before sunset.

The second part is set in the town of Wismar. If Dracula has the deeds to the house you're in trouble. He can start his reign of terror, creating an army of Undead from the town.

The final part of the game is at the Harker's house. There you must put protective measures around the house but only when you know that Dracula is inside. He may come through a window, in the form of a bat, a god or a wolf.

The game ends when you expose the vampire to the daylight.



■ **Steve Turner,** the programmer who brought you such classics as **Dragontorc** and **Avalon** and more recently the ace **Quazatron** is busy working on a new innovative Spectrum game called **Rana Rama.** He's gone back to his magical **D&D** learnings to create a new look game which stars a frog — yup, you read right, a frog. But this little amphibian didn't always leap about on four legs. Once he was a major magician. But some evil wizards ganged up and cast a spell to turn him into a frog.

In the game you'll be able to challenge wizards to magical conflict in the equivalent of the transfer game in **Quazatron.** Instead of firing pulses of energy along circuit connectors you'll be blasting a way on a battlefield with magic bolts. **Rana Rama** is still in it's very early stages and Steve says it will probably be in the shops after Christmas. And Rana is Latin for frog — in case you were wondering . . .

■ Captain's log. Star Date 16/10/86. The men from **Beyond** have boldly gone where no software company has gone before and are to produce the first



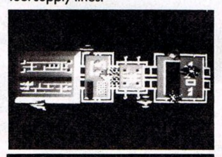
official **Star Trek** arcade/strategy game.

The team designing and programming the game is headed by **Mike Singleton.** It will be released initially on four formats, Spectrum, Commodore, Amstrad and Atari ST.

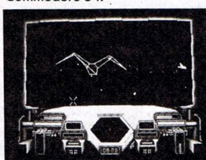
Marc Peirson, Beyond's marketing manager, says: "We expect this project to be a most significant step in the evolution of the computer game."

This year sees the 20th anniversary of **Star Trek** and from September onwards countless conventions will be taking place around the world celebrating two decades of the most successful science fiction television series ever.

■ This is war! Well **W.A.R.** to be accurate. It's the latest from **Martech** for the Amstrad and it looks just a teeny bit like **Hewson's Uridium**, don't you think? It's a scrolling shoot 'em up set inside an alien industrial complex packed with stuff like Drodian craft power stations and fuel supply lines.



■ Get an eyeful of **Starglider** on the Atari ST, **Rainbird's** arcade-style flight simulation. Conversions will follow for the Spectrum, Amstrad and Commodore 64.

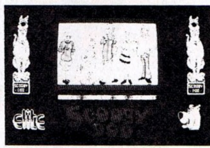


■ Chill out man! Sonny and Tubbs will be coming your way in **Miami Vice**, Ocean's computer game of the hit TV series. Coming soon . . .

■ **Tujad,** the strategic shoot-'em-up created by the Orpheus team, ranks alongside **Knight Rider** and **Asterix** as a long awaited production. Now it's coming out on the **Ariolasoft** label. **Tujad** stars GEN 19 — the most sophisticated combat droid ever built (yawn). GEN's job is to restore to sanity the mighty TUJAD computer by rebuilding a circuit. The game will be available for the Spectrum and Amstrad.



■ It exists, it really does. Honestly. And to prove it here's a screen shot of **Elite's Scooby Do** game on the Amstrad. Hopefully the next stage will be that the game is released.



■ Watch out for **Strike Force Cobra**, the toughest commando squad in the world.

This new Piranha game's set in the near future. You're in command of an elite international squad drawn from the World's top "special forces".

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For example: Where do Piranhas go mountain climbing? Answer: The Piranhese.

Get the idea? Send your joke to Piranha T-Shirt Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is September 16th and the editor's decision is final.

C+VG/Piranha Competition

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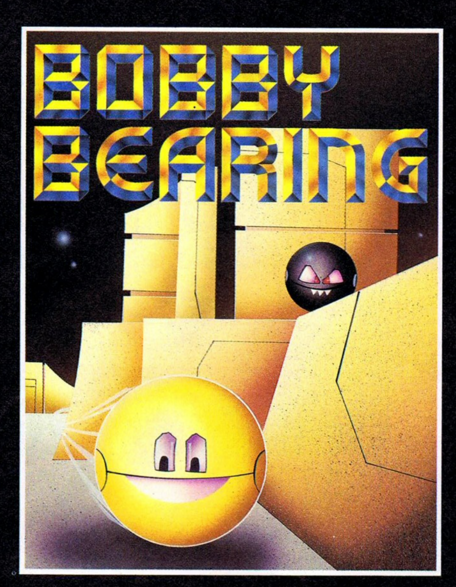
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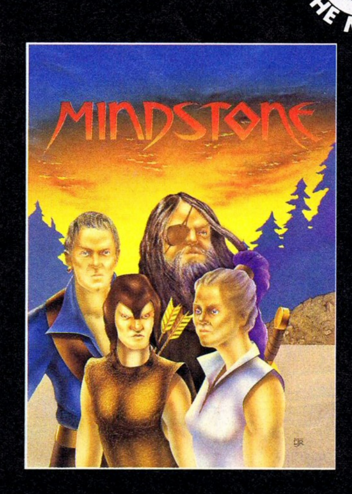
A CRASH Smash

"I love this game...if you don't buy this, throw away your Spectrum!"
C&VG Game of the Month August 1986.

YOUR SINCLAIR MEGAGAME

"Bobby Bearing is very nearly perfect. This may sound a bit over the top but this game deserves a whole string of superlatives."
ZX Computing August 1986.

GAME OF THE MONTH C+VG



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You are Prince Kyle accompanied by your loyal warriors in this fantastical quest for the legendary Mindstone. This is the first icon-driven graphics adventure to boast the full features of an adventure and strategy game. Bound to enter the annals as a true classic in micro adventures.



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Screen shots from arcade version – home micro versions may differ.

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and
Amstrad versions
coming soon.

Our hero has finally mastered the secret martial art "CHIN'S SHAO-LIN" but is trapped by triad gangs. With kicks and other secret powers, escape from and travel SHAO-LIN'S road to freedom!



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ROGUE TROOPER

PR

Readers of the science fiction weekly comic 2000 AD will need no introduction to **Rogue Trooper**, fighting man supreme. Now — thanks to Piranha Software — the cult hero will be appearing soon on a home computer.

Braving the perils of Nu-Earth, the planet of perpetual war, C+VG brings you this preview of Rogue Trooper's latest battle.

Nu-Earth — a poisoned, wasted planet of never-ending warefare light years away from the Solar System. Across the surface of this unhealthy world of dust, decay and death strides the titanic figure of **Rogue Trooper**, one of the meanest, fiercest fighting men of all time.

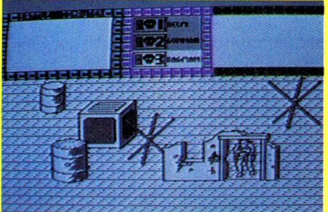
This blue-skinned, opaque-eyed soldier has been specially engineered to survive and operate in the terrible conditions which exist on Nu-Earth. He doesn't need the special protective clothing and respiratory equipment which other soldiers use.

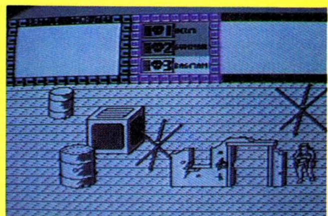
Helping **Rogue Trooper** are his biochip buddies Gunnar, Helm and Bagman. Like **Rogue Trooper**, they were once Genetic Infantrymen but they became casualties of the war. He removed the chips containing their *personae* and placed them into his equipment.

Gunnar adds power to his gun and can fire on his own. His slightly psychopathic tendencies mean he encourages Rogue Trooper to take part in non-stop fighting. That's not too wise.

Helm provides protection in **Rogue Trooper's** helmet, increasing his defences when under fire.

And then there's Bagman, perhaps the most useful of the biochip buddies. He holds everything **Rogue Trooper** could need —





disguises, ammo, the all-knowing war computer, vid tape, chem kit, G rations and Scum Sea survival kit.

GAME OUTLINE

The game opens with **Rogue Trooper** standing alone among his dead colleagues — Gunnar, Helm and Bagman. He has a matter of seconds to collect the biochips from the fallen Genetic Infantrymen to help him in his mission to find clues to a traitor who has betrayed the cause of the Southers, one of the armies fighting on the blighted planet.

Rogue Trooper, himself a deserter from the Southerners, must cross many different and hazardous territories — the Scum Sea, the Ozart mountains, ruined cities and deserts. Once he has found the clues to the traitor — contained on vid tape — he must make his way to the city of Millicanum.

He will face a whole host of enemies — bowler-hatted scavengers, dream weavers who can conjour up dreadful visioins, poison gas and, of course, the Nort foot troops who will kill **Rogue Trooper** on sight if they are quick enough. And there are the Southern troops. These will be unpredictable if they encounter **Rogue.** They may not shoot at him, but then again they might.

On his mission **Rogue** will need to restock his ammunition from various stores in both the Southern and Northern territories. A good source of information and food for **Rogue** are the





domes, where both sides live. **Rogue Trooper** will have to use Bagman to provide disguises for him. After all his blue skin and mowhawk style of hair cut make him a striking and very noticeable figure.

THE SCREEN LAYOUT

The screen will be divided into two main areas, the larger one being a window onto part of the playing area which will show cities, seas burnt out vehicles and crumbling walls which provide cover for the fighters.

Rogue is seen crossing the planet's surface, mainly walking. But he will be able to hijack vehicles. The remaining part of the screen is divided into three segments which provide an element of strategy to the game.

The first one is the Battle Computer which will display long range information about what is going on out of range of the main playing screen.

Next to the Battle Computer are the graphics of the three biochips and next to their messages and comments by Gunnar, Helm and Bagman will be displayed. These will appear in speech bubbles, similar in style to those found in 2000 AD, with the tail pointing to the revelvant biochip.

Rogue Trooper is being programmed for Piranha — the new name of Macmillan Software — by Manchester-based Design Design.

Programmer Ian Wareing says: "The main part of my job is to portray Rogue Trooper as accurately as possible. Rogue freaks will recognise it immediately."

ROGUE TROOPER — THE HISTORY

Rogue Trooper first appeared in 2000 AD, IPC's cult science fiction comic, in September 1981.

The clever humour of the stories together with action-packed fighting quickly gained him a huge following. **Rogue's** popularity is second only to the comic's lead character **Judge Dredd.** 2000 AD, itself launched in February 1977, sells more than 100,000 copies each week — more than the Eagle, Battle or Roy of the Rovers.

The stories are complex but the central theme always concerns the perpetual war which rages on Nu-Earth.

He was created by writer Gerry Finley-Day and artist Dave Gibbons after 2000 AD's editor Steve McManus decided he wanted a future war story for the comic.

Rogue was a new type of soldier, genetically engineered to operate in the hostile environment of Nu-Earth without having to wear special protective clothing or breathing gear — hence his blue skin and opaque slits for eyes. His mowhawk style hair is based on a cut that used to be worn by Elite American troops in the Second World War.

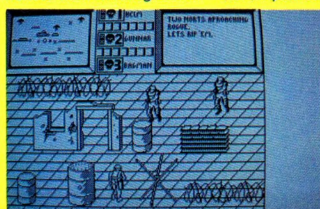
His buddies in battle were originally going to be a platoon of identical Genetic Infantrymen. But this was dropped and it was decided to make **Rogue** the last of his type. His friends would be biochips with voice synthesisers so they could talk to him.

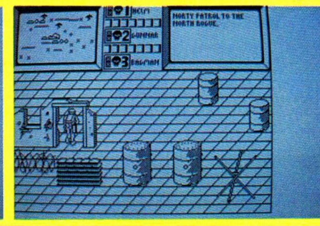
Gerry Finely-Day still works on **Rogue Trooper** and also Action Force for Battle. Dave Gibbons has worked for DC Comics in America since 1982 drawing Green Lantern.

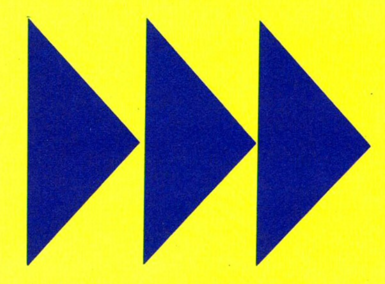
Many artist have worked on **Rogue Trooper** over the years but the current one is Cam Kennedy.

PROGRAMMER PROFILE

Name: Ian Wareing
Game: Rogue Trooper
Favourite food: Beans on toast
Favourite drink: Tetley Bitter ("Handpump only.")
Favourite TV programme: "I haven't got a television — not bad for an ex-television engineer."
Thing most hated about the computer industry: Charts







ROGUE TROOPER COMPETITION

● COMPETITION C+VG

Are you a true blue blooded Rogue Trooper fan? Then you can't afford to miss out on the chance to win these wonderful Rogue Trooper prizes.

The first three winners will each receive an exclusive Rogue Trooper clock.

The ten runners-up will get copies of the Rogue Trooper annual, and T shirts. The next ten runners up will get a Rogue Trooper annual.

Here's what you have to do. We want you to compile what you think would be Rogue Trooper's top five favourite records, the type of disks he would listen to on a desert island. Perhaps he likes Blue Moon or Song Sung Blue. Get the idea?

Send your five nominations together with the printed coupon to Rogue Trooper Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is September 16th and the editor's decision is final.

Piranha/C+VG ROGUE TROOPER COMPETITION
I think Rogue Trooper's favourite five records are:
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GAME OF THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.



C+VG HIT!

This symbol is C+VG's way of telling you a game is the BUSINESS!

"Who writes your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied now?

C+VG'S REVIEW TEAM

LESLY WALKER: Lesly brings a gentle touch to the C+VG review team. She enjoys GOOD games, whatever they are. But nothing has really come close to her favourite game Sorcery — yet anyway. . .

TIM METCALFE: The veteran Ed has been around with C+VG almost since it started and as he's getting on a bit now likes to do more restful things like basket weaving. But he has been known to get stuck into a good shoot-'em-up. Generally it's the more leisurely games like flight-sims and such like. Leaving the more strenuous stuff to the rest of the team. Typical. . .

NICKY TREVETT: The mysterious Nicky reviews Beeb games from her country retreat in Hertfordshire. An enigmatic figure Nicky is another arcade adventure fan — but does enjoy a bit of martial artistry from time to time.

JIM DOUGLAS: Jim "Crockett" Douglas is first and foremost an adventure person — but he is also a fan of arcade adventures the BBC, and extremely trendy clothes. Jim is a wordsmith who writes reviews so sharp you could cut yourself on them.

PAUL BOUGHTON: C+VG's smooth, sauve and sophisticated deputy ed is well known for his joystick skills. Paul is a sporty type and enjoys all those sport simulations which require you to totally destroy the stick. Which he does. Frequently.

CHRIS CAIN: Our junior joystick jockey Chris "Odduns" Cain likes nothing better than an arcade adventure or a good shot-'em-up between munching packets of dodgy crisps. The Commodore is his favourite machine — but he has been known to actually touch an Amstrad.

JACK THE NIPPER

● **Machine:** Amstrad (featured version) Spectrum and MSX
● **Supplier:** Gremlin Graphics
● **Price:** £8.95/£7.95/£8.95/£14.95 for Amstrad disc

Ooooh! I'm feeling positively wicked after playing *Jack The Nipper*. And what a rotten little begger he is too. Jack's sole aim in life is to amass points on the "naughty-o-meter". This is very simply done, simply by being bad.

Now, a naughty nipper would be pretty ineffective were he without means of wounding a passing grown-up. Jack is hardly defenceless, though. In the first room, he'll discover a pea-shooter. One civic-minded adult has no doubt put the offending item out of harms way, atop a shelf. With a bit of childish ingenuity the item can be easily obtained.

Now he's armed, and ready to go. Moving through the hallway and out into the street, Jack waddles around with an air of sheer mischief. The graphics are great, and very reminiscent of the Sweeny Toddler cartoon strip. Scores on the N/meter are tough to amass. Pea-shooting everything in sight may work for a while, but eventually you will find yourself being chased by a horde of miffed adults, dogs, shop assistants, swotty schoolkids and ghosts. Of course, sensible people don't believe in ghosts, and so they can't see them. Logic, eh?

The sound on the game is very good, with a very melodic tune plinks and plonks away in the background, while all the sound effects zoom and ping at the appropriate times.

Now, as every nipper knows, the most ghastly fate to befall them is the dreaded smacked bott. It you get caught with intent to commit a naughtyness, then you're in for a stiff dose of nappy rash. Once your rash gets to critical level, you lose a life.

At the end of the game, you will be given a rating to indicate quite how horrid you managed to be.

There are lots of nice touches. The buildings you have to enter have invariably wacky names, such as the Hummo Sock Factory. There are bill posters on the walls, too, advertising everything from soft drinks to "jumbo nuts". The real fun comes whilst plotting nasty activities. Should you take the battery to the computer shop and fuse all the machines? Or could you mix the battery with another item, to make a more devastating impact?

It takes a lot of practice to see the potential of a truly wonderous naughty, and a lot of planning, too. Dropping objects for a height will destroy them, so you need to be careful while you are juggling the items.

The screen is shown in semi-3D, and Jack can move in and out by using the diagonal joystick positions. They're a little weird, but not difficult to use.

Walking Jack into dangerous places; like a radiator, will cause severe nappy rash.

Jack The Nipper is very good indeed. Go and break open your little sister's piggy bank and buy it!

Jim

● **Graphics**	**8**
● **Sound**	**8**
● **Value**	**7**
● **Playability**	**8**

● **STARTS HERE**

HEARTLAND

● **Machine:** Spectrum 48K
● **Supplier:** Odin
● **Price:** £9.95

Heartland continues the story-line which seems to run throughout nearly every fantasy and adventure game. A once peaceful land has been ravaged by war. It's the old story of good versus evil. What makes this particular idea so inventive is the way you become involved, and the way you can put things to rights. You come across a book which chronicles the war. As your read it, you become aware that it is far more important than a mere fairytale. But, as you near the final chapter. . . the pages are missing.

It is your task to enter a world which contains the pages, and collect the correct ending. Yes, another twist! There are two possible endings. If you finish the book so evil wins, terrible things will happen, and the *Heartland* will be sucked into a whirlpool of very frightening events indeed. You have to collect the Light pages, which contain the cheery ending to the story.

Essentially, the game is presented in the same manner as many other Spectrum programs. The Mikro-Gen series of *Wally* games springs to mind. Animation is flawless. You take the role of an odd-job style character, all togged up in a smart manservant's uniform, complete with top hat. As you walk around — hand holding onto your hat — the little guy will swing his arm and stride about most convincingly. Now, that hat is pretty useful, in fact. When assaulted by a member of the 'other lot' (who presumably want to see evil triumph) you can sling it toward them, to defend yourself.

The ugly problem of attribute clashes rears its head once more in *Heartlands.* Despite the fact that most of the colour use is quite simple, and safe, sometimes colour will get "washed out" of the background scenery when you jump over it.

The sound isn't all that good, so I'll tell you about the more interesting points which have been included.

When you have found the book, (nicely drawn) you can start hunting for pages. These drift down the screen — should you be lucky enough to find one — before bouncing off the bottom and floating back to the top. There is a wide variety of monsters that you have to avoid or destroy. Zombies, knights, wizards and even spacemen pop up in the appropriate area.

Once you have collected the pages, they will be assembled into the book. An egg-timer runs constantly at the top of the screen, to indicate how much, or how little, time you have left. There is also a large skull and crossbones type thing to show how much energy you have left.

At the end of the game you will be told what percentage you have achieved, and how many pages you've collected.

Heartlands is really very good.

Jim

● **Graphics**	8
● **Sound**	6
● **Value**	7
● **Playability**	8

MURDER ON THE MISSISSIPPI

● **Machine:** Commodore 64/128
● **Supplier:** Activision
● **Price:** £14.99 disc only

Being one of the World's finest detectives can be a positive albatross at times. There is nothing more tiresome, I can tell you, than being called upon at an unearthly hour by a hysterlical lady, claiming that here prize-winning toy-poodle has been "wrenched away from her loving bosom by a game of armed ruffians".

It was after a string of such events that I, Sir Charles Foxworth decided it was time to take a break on the cruiser Delta Princess.

While strolling one bright morning, I happened to notice that the door to cabin number four was slightly ajar. There was a crumpled heap of clothing lying in the centre of the floor. The proof of slick, ruddy liquid seeping through the floorboards left no doubt in my mind. This man was definitely dead.

It's my job to interview all the passengers and crew, and try to find the person who's committed the crime.

It's a great game. A considerable challenge, but offering hours of reasonably aimless fun.

Jim

Graphics	7
Sound	8
Value	8
Playability	9

I.C.U.P.S.

● **Machine:** Commodore 64
● **Supplier:** Thor
● **Price:** £9.95



ICUPS is a straightforward game in two parts. Neither part is particularly thrilling. In the first stage, you find yourself in a fighter, pointing towards the top of the screen. On either side, a wall of multi-coloured metalwork zooms past at breakneck speed. It's very smooth.

The aim of part one is simply to survive. As soon as you leave the safety of your mothership, a swarm of enemy fighters will surround you, and shoot the crap out of you without a moment's notice! Using the joystick, you can manoeuvre around the screen, dodging and shooting the nasties.

After completing a handful of these screens, you will be automatically transported to the second stage. Here things get a lot more interesting. You are now a strange sort of alien character, with a jetpac. And you fly around a complicated cave system, zapping tomatoes and other strange objects.



Get the picture?

Yup, it's not any good at all. And for £9.95 you could get a much better game — twice over.

Jim

● **Graphics**	7
● **Sound**	5
● **Value**	4
● **Playability**	5

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Our thanks to everyone who's written from everywhere in the UK and all over the world. We appreciate it and we'll go right on working poste haste at Post Haste!

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GHOSTS 'N' GOBLINS

● **Machines:** Spectrum/Amstrad and Commodore 64/128
● **Supplier:** Elite
● **Price:** £7.95/£8.95/£9.95 (tape)/£14.95 Commdore and Amstrad disc

Ghosts 'n' Goblins, the smash hit game from the arcade, has finally reached the home computer. It's been worth the wait.

The plot is identical to the arcade game, and similar to a large number of programs that have emerged over the past few months. While out strolling with your girlfriend, a demonic overlord swoops down from on-high, as they do, flapping his wings and making a frightful din. Amidst the confusion, he snatches your gal — and flutters away — leaving you in considerable consternation. As it's been a rather boring day so far, you decide to go and rescue her. Chivalry is back in style.

The game plays some very peculiar music once it's loaded. The screen is presented side-on, with your little man (in armour at first) running for all he's worth left and right across a scrolling landscape. As soon as you start, you will discover that the game is far from easy; there is a positive horde of creatures just dying to drag you down into a decidedly unpleasant grave. The most prominent nasty on the first stage is the zombie, a rather sad creature when you think about it. They simply plod around, arms outstretched, hoping for a hug.

This brings up another interesting point. The first time your character gets attacked, he will be stripped of his armour. The next time and, well . . . one life gone. You have five men to begin with. Because each has a new suit of armour, you effectively have ten lives. This may make the game sound easy. Wrong. The creatures come at your from every possible angle, and will strike you dead without a second thought.

There are a large number of inventive touches in the game. After your lose your armour, you will be granted with a short period of invincibility. This is pretty vital, as it gives you a chance to escape a particularly ferocious attack. There's not much point having the protection of armour if you get killed as soon as you lose it!

There is a wide variety of creatures which will attack you. There are (deep breath) zombies, gremlins, ogres, demons, venus fly-traps, birds, little funny blue things that spin around, ghosts and flying goblins. Also, there are a number of static problems; huge pits in the earth are numerous. There is also a small bridge to cross. Not much of a problem, until the fire leaps out from below and cooks you alive!

The tombstones mentioned earlier literally litter the scene. You can't move for more than a few feet before one of the damned things pop up and you have to jump over it. The problem is, they're whacking great things. On the Spectrum version, things aren't too bad. You can fly through the air with minimal effort. Commodore owners, though, have a slightly more difficult time of things. I found it very difficult to clear the stones, invariably getting caught pressed up against one, unable to jump forward. In this situation, it's necessary to back up a little (usually involving walking through the very people you are trying to avoid).

The game has a number of levels, each with a different backdrop such as a town adjoining an ice palace and the initial graveyard scene. The ogres will appear at the end of each section, in an attempt to prevent your progress, usually by stomping on your brains. As this is far from desirable, you have to try and fell this rather enormous foe before he can get his feet near you. This is the most tricky part of the game. Unless you cheat . . .

The game involves a good deal of concentration if you hope to get anywhere. Each time you lose a life, your man will be thrown back to the last "marker" that the programmer has included — you don't go all the way back to the start of a level if you have progressed a fair way into it.

The actual physical action required to play the game is not too extensive. But you will have to improve on your reactions.

After some time playing the game, you will find yourself hopelessly addicted and very, very determined to beat the blasted thing. Arcade conversions have built a reputation as being a bit naff. *G'n'G* should change things. The programmers, Keith Burkhill for the Spectrum version, and Chris Butler on the Commodore, have made stout efforts to produce games that are not merely satisfactory, but surpass that level.

The scrolling on CBM and Spectrum has to be admired. Commodore owners may believe that this goes without saying, after seeing the quality of Uridium. Spectrum users may be surprised to hear, though that their version is very nearly up to the same level.

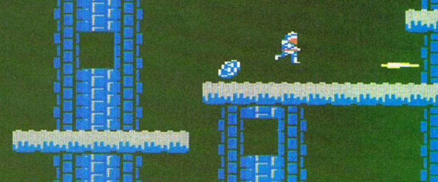
The Amstrad version of the game isn't really up to the quality of the others. The graphics are colourful, but they are just too flickery to watch. For some reason, you play on a magnified area of the screen, too. This results in everything being blown-up. This makes for even more blocky pictures.

Music on this version is disappointing too. It's quite good the first time round, but as the tune is extremely short, and repeats itself ad nauseam during play, I was glad to have a volume control on the machine.

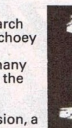
Ghosts and Goblins is the game to buy for your 64 or Spectrum.

Jim.

	Commodore	Spectrum	Amstrad
● Graphics	8	8	7
● Sound	8	7	7
● Value	8	8	8
● Playability	9	9	8



MISSION A.D.



● **Machine:** Commodore 64/128
● **Supplier:** Odin
● **Price:** £9.95 disc (tape to follow)

Who says shoot-'em-ups are long dead? Well, quite a few people in fact, but that's beside the point. Personally, I'm fed up to the back teeth with all these involved and complex games. Nothing too complicated about *Mission A.D.*, I can tell you! It's a straightforward game of assassination, and I love it!

In the game, you take the role of a *Blade-Runner* style character in a futuristic city. Aliens have run amok and the whole city seems to have gone beserk. Every character you see (with one exception) is armed. The unarmed guys look vaguely Arabic, with a turban and flappy trousers. You don't have much time to check out these weirdos, though. You'll be far too busy plugging the creeps with the baggy space-suits, and those flying robots are real killers.

The music which plays while you are carrying out your desperate mission is great. It's very sci-fi and genuinely tuneful. There are lots of locations to explore, in search of your prey. There is an echoey cathedral, a very rough night-club, an office and many more. My favourite area is the statue park. It's filled with bizarre sculptures.

To help you in your mission, a map appears in the lower right-hand corner of the screen, showing your position, and any renegade aliens which are loose in that sector. You can use the map while in the teleport to choose which destination is the most sensible to visit. By cycling through the various locations, you can drop a grey overlay over each area. Beneath this, some little dots will appear to mark the position of aliens.

The only problem I found with this is that the map was a little too small. At times, I had to peer at the screen for quite a while in order to check whether or not the little white dots fall in or outside the grey area. This wastes valuable time. You're playing against the clock, too. Something horrible will probably happen to the World if the time runs out.

The animation is great. Your little character rushes at great speed through the screens, blowing away anything that stands in his path.

Apart from your main foes — the guys you have to shoot in the time limit — a considerable problem is posed by the baggy suit brigade and the robots. The man in suits stomp about, squeezing off the occasional round in your direction. Robots are by far the most dangerous, through. They fly around at about chest height, blazing away indiscriminately!

Mission AD certainly isn't for the strategy and mapping lobby, but it is a real joy to get straight into the important business of killing things again.

Jim

C+VG HIT!

● **Graphics**	9
● **Sound**	9
● **Value**	8
● **Playability**	8

MERMAID MADNESS

● **Machine:** Spectrum
● **Supplier:** Electric Dreams
● **Price:** £9.99

As an "arcade comedy" I must admit I found *Mermaid Madness* as amusing as a smack in the kisser with a cold kipper. Okay, I did bare my teeth at one stage — I had to grit them to keep on playing.

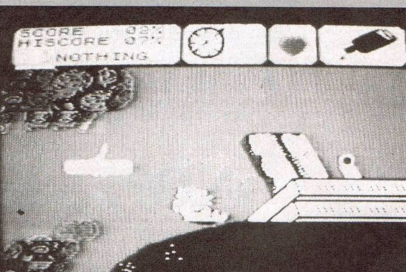
Myrte the Mermaid is looking for love in her ocean world. Gormless Gordon, a diver, has become the love of her life, but the passion is not returned.

The game starts with Gordon leaping into the sea. He swims off under a wreck to hide and goes to sleep. Myrtle has to rescue him from his potential underwater tomb and so embarks on a fairly straightforward, maze-style arcade adventure.

The graphics are colourful, the characters are cartoon-style — Myrtle herself is big, yellow and wobbles a lot. So if fat ladies — or in this case mermaids — make you smile, then *Mermaid Madness* could be just what your waiting for.

Paul

● **Graphics**	8
● **Sound**	6
● **Value**	6
● **Playability**	7



SPELLBOUND/ KNIGHT TYME

C+VG HIT!

● **Machine:** Amstrad (Knight Tyme)/Atari (Spellbound)
● **Supplier** Mastertronic
● **Price:** £2.99

Although *Spellbound* and *Knight Tyme* are available on different machines, they are part of the continuing adventures of Magic Knight.

Spellbound sees good old MK on a mission to rescue his friend and tutor Gimbal the Wizard from the Mystical Castle of Karn. *Knight Tyme* follows on from Spellbound. MK has been catapulted into the future and onto a spaceship USS Pices. His mission here is to find his way back to his own time and space.

Both games are arcade adventures, packed with clever puzzles, and tricks, laced together with programmer David Jones' zany sense of humour.

Both games used a window menu system to take decisions and get information called Windimation. This is a little tricky at first but, once you get use to it, there is no problem.

Both these games are little gems, at fantastic prices. Our advice is simply to buy them. We doubt if you feel your money has been wasted.

And in case you're interested, C+VG printed a players' guide to both games in September.

Paul

Amstrad/Atari

● **Graphics**	8
● **Sound**	8
● **Value**	10
● **Playability**	10

HERCULES

● **Machine:** Commodore 64
● **Supplier:** Alpha-Omega
● **Price:** £1.99

Hold onto your hats. This is a mega-game if ever I saw one. Okay, I own up. It involves that horrible little blocky character running around the ledges. How interesting. Based on the Greek myth, the storyline makes considerably more interesting reading than the gameplay.

Colours on the screen are rather dreadful, too. Sometimes it's very hard to read the text which pops up after you have been killed and at other times during play. It's really quite bad, and not even worth the asking price of £1.99. The movement is okay, but the whole sorry package isn't much better than a type-in listing.

Jim

● **Graphics**	3
● **Sound**	3
● **Value**	4
● **Playability**	3

CRICKET

● **Machine:** BBC
● **Supplier:** Bug-Byte
● **Price:** £2.99

The cricket season might be over, but would-be Bothams needn't worry. Bug-Byte has stepped into the breach. Or has attempted to.

OK, *Cricket* is recognisably cricket. Just. There are two wickets, a bowler, two batsmen, a wicket keeper, and some fielders. There's a ball, a remarkably spongy one it's true, but a ball nevertheless. The bowler bowls, the batsman bats, the ball does what cricket balls do, albeit in slow motion, and the scoreboard displays the score. So far so good.

But the quality of the graphics . . .! It's Bug-Byte *Tennis* all over again. Blocky people, crude and sluggish movement, peculiar perspectives, very little skill or satisfaction involved. Certainly no cricketing skill. I'm sure it's not easy to program something as graphically complex as this, but that's no excuse.

It's not the John Player League and that's a fact. But I liked the music, and that's something you dont get at Lord's.

Nicky

● **Graphics**	6
● **Sound**	8
● **Value**	7
● **Playability**	7

Dragon's Lair

● **Machine:** CBM 64
● **Supplier:** Software Projects
● **Price:** £9.95

The current hunger for computer versions of arcade smashes seems to know no end. Witnesses the success of Elite's *Commando, Bombjack* and *Ghost 'n 'Goblins.*

Software Projects must have their collective fingers crossed that *Dragon's Lair* will follow in their tracks to the top of the charts.

Dragon's Lair, a huge slot machine smash and one of the first laser disc games to reach the UK, presents a daunting task for any programmer. The original had cartoon graphics by Walt Disney illustrator Don Bluth. They were brilliant.

Even so it sems to be the general opinion around the C+VG offices that Software Projects didn't use the graphics capabilities to the full in bringing *Dragon's Lair* to the small screen.

Nevertheless the game is fiendishly difficult to play. You play the part of Dirk the Daring who must rescue Princess Daphne from a fire-breathing monster called Singe, reacting to various computer dictated situations, overcoming problems, collecting points etc.

There are nine levels to battle through, with exotic names such as The Falling Disk, Skull Hallway and The Burning Ropes before you can reach the final screen where, hopefully, Singe gets his just desserts.

Dragon's Lair also features a new and rather interesting multi-load system which allows the next screen to load while the game is being played.

Plans are already underway for *Dragon's Lair II* using more ideas based on the arcade game.

Paul

● **Graphics**	7
● **Sound**	8
● **Value**	7
● **Playability**	8





HIJACK

● **Machine:** Spectrum 48K/128K
● **Supplier:** Electric Dreams
● **Price:** £9.99

Crisis, drama, shock, terror — a normal day in the C+VG game review complex. But today's different. There's a hijack going on and I've got to crack it.

It's hard enough having the CIA and FBI on my back but now the President's playing up. Things are looking very bleak.

But there's nothing bleak in the future of Electric Dreams' arcade, strategy and simulation game *Hijack*. It's a gem.

The objective of the game is to end the hijack. There are three ways to do this — buy them off, persuade them to give up or scare them into submission using military might.

As the head of the head of the Hijack Division, some sort of obscure government department, it's your job to decide on the best plan, keep the President and press happy, organise your colleagues, fight off power struggles, raise cash and gather information. All the time the clock ticks down to the terrorists' deadline.

The main part of the screen is taken up with a view of the various rooms and offices of *Hijack* HQ. You can move from room to room, meet various people, talk to them and examine objects of use. A map of the office complex is useful because it's easy to get lost.

At the top of the screen are a series of ten heads. These are the people in the building. They are The President, military adviser, political adviser, FBI agent, CIA man, military assistant, political assistant, publicity officer, financial officer and secretary.

The heads change colour when that character is in the same room as you. If you're quick enough you can question them, receive information and give instructions.

At the bottom left of the screen is an icon displaying what useful items are about as you walk past.

I played *Hijack* on a fairly small sized television and found it a little difficult to see the smaller icon displays but those lucky enough to own bigger sets shouldn't find it a problem.

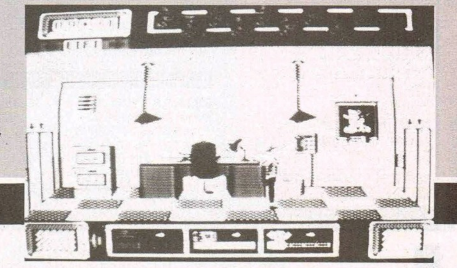
There is an end game where you travel to the scene of the hijack where you'll see if your campaign to defeat the terrorist was successful. It could mean a medal or the sack.

Hijack, for me is a breath of fresh air, in a boring month of reviewing.

Paul



● **Graphics**	9
● **Sound**	6
● **Value**	9
● **Playability**	9





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ARAC

● **Machine:** CBM 64
● **Supplier:** Addictive Games
● **Price:** £9.95

There comes a time when surely every computer gamer wants to get away from zapping aliens, manoeuvring high-flying aircraft and having to use their brain too much — that time is here now.

Arac is the new release from Addictive Games and is programmed by Paul O'Mallay, who first found fame with *Boffin*. It's another platform game and the objective is to make your way through the 100 screens to gain access to the Citadel.

Your first option is to decide whether to play the "short" or "full" game. The only difference between the two, is that on the 'short' game, the Aracnadroid is already complete, but, on the "full", you have to go around and collect the bits of robot before he is formed — I preferred this game.

Dotted throughout the screens are creatures who will help you later on in the game, but first you have to collect them.

To do this you fire a net from the top of *Arac's head*. Once netted, they appear caged at the bottom of the screen. When you are at a stage where you can't penetrate the hedgerow or climb up, it is time to recall your "captives". The icon board reveals exactly what and how many of each creature you have. They all have their own uses — which I shall leave for you to discover for yourself.

There are some nice little touches in this game — watch *Arac* get annoyed if you leave him standing around too long and when you have transformed into the Aracnadroid, he can fly up through the screens and walk along the ceilings.

The sound is below average for the Commodore 64, and as for graphics, well, the usage of sprites was good, though the background graphics could have been better.

The one annoying fact I found after many hours of playing, was when you ran out of energy, you had to start right back at the beginning again but, that aside, *Arac* will catch you in its web of intrigue and playability.

Lesly



● **Graphics**	9
● **Sound**	6
● **Value**	8
● **Playablity**	8

KNIGHT GAMES

● **Machine:** C16/128
● **Supplier:** English Software
● **Price:** £8.99

Let the games begin! The men cheer, the ladies scream, and the trumpets well, er . . . trumpet, I suppose. Anyway this is all to put you in the mood for *Knight Games*, the new one from English Software.

As you may have heard, *Knight Games* is all about medieval combat, Sir Lancelot and all that. So after reading the very clear instructions, I decided to challenge the computer at the first event — Sword Fighting. I pressed the button and the game began.

I found myself face to face with a big, bad knight, who started to bash me across the arm with his sword. I'm not having that I thought, so quickly moving the joystick up, I crashed my sword on his head. I think I hurt him . . .

As you continue to battle, you win shields from your opponent, which all add up at the end of the fight. Also, your energy is made of small round rose-shaped cricles which are displayed on the lefthand side of the screen.

After four minutes, which is the time the fight lasts on the novice level, I had smashed my opponent very hard indeed, and I had more points, I had won! This was so exciting, I couldn't wait to get on with the other events starting with Quarterstaff.

After it had loaded — yes, I'm afraid it's one of those awful multi-load jobs — pressing the button took me into the fight once more. Smack, Pow! It's easy to start fighting again because English have made all the events with the same control, with the exception of Archery and Crossbow. After mashing him to death again, I thought I'd go on to the next one, Archery.

This was different as you had to aim the cursor, and then press fire to — quite obviously — fire. This event got a bit boring, so I quickly went on to Ball and Chain — I'll bash him across the head with this mace . . .

This was really good, and pretending that I was playing against the Ed was even better.

After playing the next two events, I came to a nasty conclusion, they were all near enough the same. I'm afraid so. Although you look different in each one, the moves are basically similar and it gets very boring after a while.

Still as this game has good graphics and sound, it may get bought up quickly, but if you stop and stare at it, you may change your mind. Check it out before you buy, it may save you £8.95.

Chris

C+VG HIT!

● **Graphics**	9
● **Sound**	9
● **Value**	6
● **Playability**	7

BOMBJACK

● **Machine:** C16
● **Supplier:** Elite
● **Price:** £7.95

Bomb Jack, that little guy who has the strange hobby of collecting bombs, has decided to show up on the C16.

The basic idea of *Bomb Jack* is, as I said, to collect bombs all over the world. You, as Bombjack, can fly, jump and walk your way through different layouts of bombs, collecting lots of points.

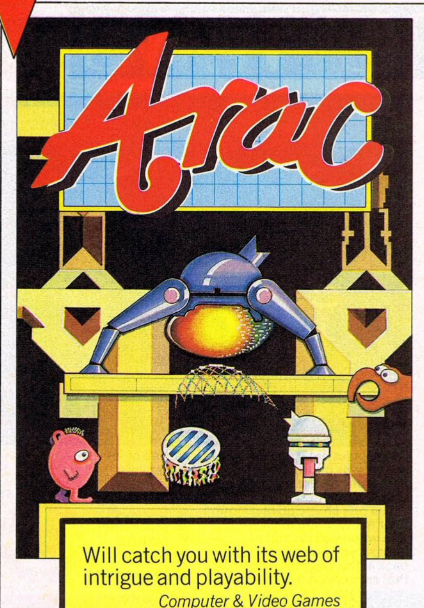
Bomb Jack features different graphic backdrops, well at least on all the other versions it does. The C16 version really is quite poor in comparison, only having one backdrop.

The sound is also not up to the original versions. Unfortunately all you get is a muffled fog horn at the start and the beeps and bips, that's it. As to your actual character, well! Your man has some very bad attribute problems, those usually associated with the first batch of Spectrum games.

At its very best, *Bomb Jack* on the C16 is a terrible game. It's sad to see this sort of rubbish being churned out on the C16 for £7.95, when you can get something like *Trizons* for £1.99!

Chris

● **Graphics**	6
● **Sound**	3
● **Value**	3
● **Playablity**	3



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HARVEY HEADBANGER

● **Machine:** Amstrad
● **Supplier:** Firebird
● **Price:** £1.99

Harvey Headbanger, what a strange name for a game I thought as it was thrown at me across the room. I do hope that the game isn't as bad as the title.

So, with caution, I placed the tape into the Amstrad and away it went. After about a minute my ears were assaulted by what I thought was a horrible version of the Monty Python theme.

Unfortunately, the tune kept playing while the game was loading, so it was a 'quickly hit the sound control' job. At last, it was loaded!

There I was, plonked in mid-battle with Hamish Highball and he was quickly filling the whole screen with red squares. I can't have that, I thought, so I moved around the screen pasting blue squares all over his.

Then zzap!, I found that when I closed up a square of blue squares, the ones in between changed to blue too. Also a lot of cocktails appeared and as I collected them, my twisty tube at the side of the screen filled up. I was winning.

Then it had to happen, we bumped into each other, we both blacked out. We wandered around the screen hopelessly for a good few seconds, before returning to normal control. To win a point, you don't have to fill the whole screen with your colour, you must trap your opponent, by boxing him in and filling the box with squares.

Now onto the graphics. The characters are cute and swing around with some good animation. They are also nicely coloured, and in quite high-res — rare for the Amstrad.

Now to the music, which is quite good, it's a nice little tune, which you can turn off if you want.

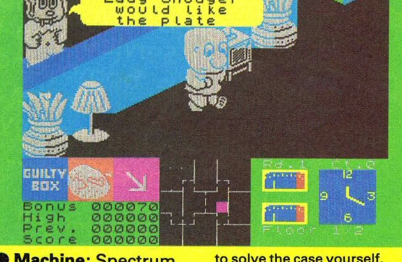
Overall, *Harvey Headbanger* is a great game, despite its title and horrible loading music. If we get this kind of quality for £1.99, we should get Arcade quality for £9.95!!

Chris

C+VG HIT!

● **Graphics** 9
● **Sound** 8
● **Value** 9
● **Playability** 7

SNODGITS



● **Machine:** Spectrum 48K
● **Supplier:** Creative Sparks
● **Price:** £1.99

Snodgits is wonderful. It's cheap, simple to pick up, hard to put down, and extremely pretty!

You take the role of Benton the Butler, servant to the Snodgers, a frightfully well-to-do couple. In the family household, some very peculiar happenings have been, um . . . happening. Objects have been going missing. This spate of "snodgering" has reached such an alarming rate, that a team of famous, though largely incompetent, detectives have been called in to try and solve the case.

Being a more than marginally smart bulter and not wishing to believe the disturbing rumours of Snodgits stealing all the household objects, you decide to solve the case yourself.

Nothing particularly amazing as yet. But I haven't explained about the graphics. They are a little like Ultimate's 3D excursions, except they scroll, and are huge! Your character, as all the others, is very well animated, and decidedly "cute". You can walk around the mansion, going up and down stairs, in search of the object or person you are pursuing.

There are also various items of scenery dotted around, such as grandfather clocks, baths, bookcases, plants and desks.

Despite being a little jerky, the animation is good.

Snodgits is well worth the money. Extremely entertaining, and easy to get going with.

Jim

● **Graphics** 8
● **Sound** 5
● **Value** 10
● **Playability** 8

TRIZONS

● **Machine:** C16/+4
● **Supplier:** Bubble Bus
● **Price:** £2.99

Trizons! What an original name. I wonder if the game's as original as the title. Only one way to find out . . . Load it.

On loading *Trizons*, I was presented with a nifty coloured word, which was TRIZONS (How amazing — Ed.)

The first thing that hit me was the scrolling, well wicked. It was just as smooth as any game on the C64, which is very rare on the C16. Then after my initial shock I settled down to playing the game.

As this is a 'Blast them to mega-galactic dust' type of game, I found it pulling me in very quickly. The action is fast and furious, and my joystick thumb went into its well practiced routine.

You control a space ship — oh yes, and you must stop the invading Trizon force from taking over or destroying the

TOADRUNNER

● **Machine:** Spectrum/Amstrad
● **Supplier:** Ariolasoft
● **Price:** £8.95 (cass) £14.95 (disc)

Every now and then, a new idea on an old theme pays off. This time it's *Toadrunner* from Ariolasoft. This game is your sort of "Wally come Sabre Wulf" type, and I think it may be set to become a classic.

The aim of the game is to . . . wait for it . . . find the princess and then who knows what you



STORM

● **Machine** Amstrad
● **Supplier:** Mastertronic
● **Price:** £1.99

Storm is by far and away the best budget game I've ever seen on any micro. A big claim. Maybe so. But my advice is to play it yourself and find out for yourself.

Storm is the first of a bunch of *Gauntlet* clones about to hit your home games machine. *Gauntlet*, just in case you haven't seen the game in the arcades, is an amazing multi-player **D+D** adventure. The official version is on its way from U.S. Gold — but watch out for other clones. But while you're waiting — if you own an Amstrad — get some practice in with Storm the Warrior and Agravain Undead on a mission to rescue Storm's wife Corrine, a prisoner in Una Cum's castle.

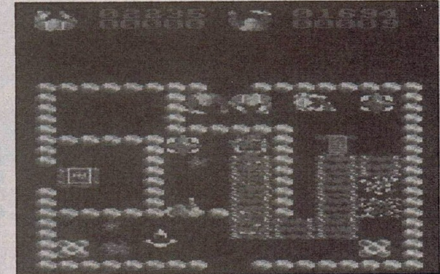
The game can be played by one or two players — one controlling each character. You have to find your way through many maze-like rooms packed to the walls with Una's barbarian soldiers and nasty monsters. Pick up food and drink to preserve your energy, and discover bits of armour to protect yourself.

Find a scroll and you can use its magic like a Smart bomb to destroy all the inhabitants of a room — but you'll have to zap the monster generators you find to stop more enemies being created.

The main aim of the game is to collect three snake brooches which give you the power to unlock the door to Una's lab where Corrine is being held captive.

But along the way you're in for some tough battles and baffling puzzles.

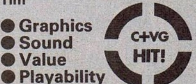
The graphics would look good in a full price game. Extremely colourful. You get an overhead view of each room and look down on the character you control. Messages about each room, sometimes giving clues, scroll across the top of the main play screen. More messages about items you discover also appear here. When you eat something a message like "That's the best thing I've tasted all day!" flashes up.



You have to move pretty quickly to succeed in *Storm* — there's always some thing or somebody out to kill you. And even if you've cleared one room the monsters will return if you try to re-enter it. More fun for the map makers out there. . .

The only thing I didn't like about the game is that you don't get a joystick option. The whole thing runs from the keyboard. This addition would make *Storm* as good as many full-price offerings around right now. A budget game that thinks it's worth nine quid!

Tim



● **Graphics** 8
● **Sound** 7
● **Value** 9
● **Playability** 9

planet. To stop them you must blast through 32 different levels, which unfortunately get harder each time.

The aliens attack in different wave forms too, so it's hard to know what's going to happen next. This is not space invaders style though, it's more like Jeff Minter's attack of the mutant camels, well the same sort of scrolling anyway.

To reach the next level, you must build up your Triz force, which is shown in the top right hand corner of the screen, by zapping the aliens. But — yes, there is always a but — if you let some Trizons slip past you, your Triz force will be depleted.

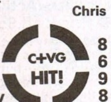
The graphics are the best I have seen on a C16 so far. The scrolling is really smooth — yes I know I said that earlier, and the aliens even have shadows.

The sound is about average, but the gameplay is definitely above average for a C16 game.

So go buy *Trizons*, if you like blasting, it's a real knockout.

The best C16 game I've seen for a long while.

Chris



● **Graphics** 8
● **Value** 6
● **Sound** 9
● **Playability** 8

might receive! But first you must find the Stone-master, and kill him. Classic scenerio, eh?

Your character is, of course, the hero, a big toad who is quite intelligent — I think he may have been a prince once.

You must use objects found around various screens to solve lots of diabolically devious and logical puzzles. Great stuff!

When you start off you find yourself in a room with a rather nasty looking sort, making strange vacuum type noises. You must first sort out how you are going to get past him, and then you notice a lighter which he appears to be standing on.

So what do you do? Well if you remove the lighter, it's fairly easy, they guy will move down away from the exit allowing you to pass. Simple. You then find yourself faced with a problem of multi-exits, one of which is safe, the others deadly.

One feature which makes the game a little difficult is the thief, a sly type who goes around pinching objects. But as with all nasty types, he's a bit dim and will drop whatever he is carrying to pick up something else. You can kill him, but if he is carrying a vital object you may not be able to complete the game, so keep an eye on him.

As with most games you have lives and *Toadrunner* is no exception. You have a jar of energy which runs down a little everytime you hit something horrible.

Chris

	Ams/Spec	
● Graphics	9	8
● Sound	6	4
● Value	8	8
● Playability	7	7

BOOTY

● **Machine:** C16
● **Supplier:** Firebird
● **Price:** £1.99

"Oh no, not again", I hear you cry. You've had *Booty* on the Spectrum, *Booty* on the 64 and even *Booty* on the Amstrad. Now hail the newest *Booty* on the C16.

Well what can I say about *Booty*. It's been reviewed so many times I think the computers are getting bored loading it! *Booty*, for those who have had their heads buried in the sand for the past three years, is about cabin boy Jim and his quest to nick all the pirates' treasure and get away.

Yes, I told you you'd heard about it. Jim must walk around the ship collecting various keys, treasures and dodge the pirates that are out to make him walk the plank!

Anyway, what are the differences between the C16 and the original? Well I don't know where to start. Jim is so microscopic, I wonder how the pirates can see him, there music is terrible.

In short and simple terms, *Booty* on the C16 is terrible. Good old John F. Cain, who wrote the original version which was brilliant, should have got someone GOOD to convert it. While I'm saying all this, let me add that I thought the 64 version was terrible as well, the only good version being the one written on the Spectrum.

Booty was a good game, still is, but not on any of the Commodores.

Don't buy it, it's not even worth £1.99.

Chris

● **Graphics** 3
● **Value** 1
● **Sound** 0
● **Playability** 2

MERCENARY II SECOND CITY

● **Machine:** C64/Atari 48k
● **Supplier:** Novagen
● **Price:** £5.95 Cass/£9.95 Disk

The much talked about *Second City* is here! Yes folks, Mercenary II is about to hit your screen.

The Second City or *SC* as it will be referred to from now, is a new dataset, for *Mercenary I*. Needless to say, you can't play *SC* if you haven't got *Mercenary*.

Now on the packaging accompanying this new disk, which has the same artwork on the front-only in red, it tells you that *SC* has a new degree of complexity, new buildings, and no clues as all records have been destroyed.

Well this may be so but I decided that no challenge was too big and fired up my dominion dart, in search of stardom, riches, and a job. Your pocket computer, Benson, tells you about various messages you receive, I read in the instructions, and sure enough up popped the message "JOB OFFER".

But it seems to me that all the same stuff is still in *SC*, only a bit harder. The graphics in the game are white and red, just like the packaging, which is exactly the same as the old one.

If you are interested in buying this one, check it out carefully before buying as it all seemed the same to me.

Chris

● **Graphics** 8
● **Sound** 4
● **Value** 4
● **Playablity** 5

SUMMER SANTA

● **Machine:** Spectrum
● **Supplier:** Alpha-Omega
● **Price:** £1.99

Summer Santa? Could this be a game that didn't see the light of day when it was supposed to? That's as maybe — but this offering from a new budget label is pretty basic arcade adventure stuff. Pretty basic graphics, pretty basic sound, pretty basic ideas — but pretty playable too!

The idea of the game is to help Santa get presents from his grotto to the house — which is full of stockings waiting for gifts. Hazards include barking dogs, rampant kitchen equipment and awkward parents. Santa has to hop, skip and jump his way around the house delivering the presents one by one. He can only take one gift from the grotto at a time you see. You get points for delivering pressies and for drinking the sherry that has been left out for you. Despite several glasses, old Santa still manages to keep from falling over. Strange this . . . You also get a demo mode which shows you how to deal with many of the hazards in the house. You can play using keybard, or joystick and define your own keys if you want. Not brilliant — but not bad either.

Tim

● **Graphics** 6
● **Value** 6
● **Sound** 4
● **Playability** 6

SOCCER 86

● **Machine:** Amstrad
● **Supplier:** Loriciels/Activision
● **Price:** £8.95

France may have been one of the best sides in the recent World Cup — but this soccer simulation from the other side of the channel leaves a lot to be desired. You only get four teams to choose from, game control is decidedly dodgy, scrolling is jerky and it's much too easy to score.

The look of the game is similar to *Match Day/International Soccer*. The teams run across the screen — but you have to wait for the scrolling to catch up with your player if you move to the side of the screen to fast for the machine!

The graphics are chunky and the sound pretty average. Not the best soccer simulation on the market. Definitely well offside, Saint!

Tim

● **Graphics** 5
● **Sound** 5
● **Value** 5
● **Playablity** 5

DEKORATING BLUES

● **Machine:** Spectrum
● **Supplier:** Alpha-Omega
● **Price:** £1.99

This is probably one of the best presented budget games out right now. It has lots of little frills like loads of different joystick/keyboard options a nice loading screen, built in speech and pretty "game over" sequence. But it still doesn't stop it being a bit like Pac-Man in reverse.

Instead of eating power pills your little paintbrush leaves little dots behind as it dashes around the different screen patterns — chased by numerous nasties. Walter Wall has to decorate a 101 storey building, however his arch rival, Matt Gloss is determined to disrupt work that Walter has done.

His devious plot includes, bribing the building's security guard to arrest you, dragging a skinhead off the street to deface Walter's work with his aerosol can and he even releases a venomous snake into the building's corridors. Walter has some wallpaper paste which can be dropped to temporarily stick his pursuers to the floor.

Graphics are a bit small and fiddly. My version had the habit of flipping me onto the next floor even before I'd finished filling up the screen pattern I was playing. Not one that will keep you busy for long.

Tim

● **Graphics** 4
● **Sound** 5
● **Value** 5
● **Playablity** 5

DYNAMITE II

- **Machine:** Spectrum 48k
- **Supplier:** Mirrosoft
- **Price:** £7.95

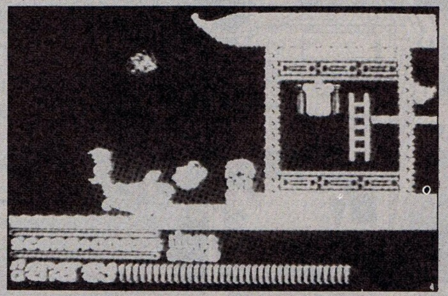
Dr Blitzen is back, and now his meaner than ever. There's only one person who can stop him and that's, (Drum roll please), Dynamite Dan.

Yes good ol' Dan is back and its up to him to stop that Blitzen bloke again. But as you may have guessed already, its not that easy. (You don't say) What Dan has to do is this, First he must land his Zeppelin air ship on the first island.

Then he must find the record (yes the one that has music on it) and then locate the jukebox, and the record!!!

After Dan has collected the record he must then find the fuel to charge up his zeppelin, and get off the island. He must then proceed to the next island and do the same task.

The sprites by the way, can steal objects off of you so even if you collect one of the useful objects, you may not have it for very long. (but there is an object that will stop the sprites stealing from you.)



One nice feature about this game is the fact that the controls are Auto Select. This means that you don't have to use the same old boring menu, which we see at the start of most Spectrum games. The computer will automatically select Kempson, if you have the Kempson interface plugged in.

Dynamite Dan II is definitly an above average platform game, it uses nice colour graphics and also some rather nice music, if you can hear it! We had the office 'nutter' Garry singing so it was a bit hard to listen to it!

Dynamite Dan II is well worth the money, its a great challenge to play, and if you bought *Dynamite Dan* then you'll definitly want to get the sequel.

Chris

Graphics	9
Sound	7
Value	9
Playability	8

EXCLUSIVE PREVIEW

DANTE'S INFERNO

- **Machine:** CBM 64
- **Supplier:** Beyond
- **Price:** £9.95

I am the way into the doleful city,
I am the way into eternal grief,
I am the way to a foresaken race.

Justice it was that moved my great creator;
Divine omnipotence created me,
And highest wisdom joined with primal love.

Before me nothing but eternal things
were made, and I shall last eternally.
Abandon every hope, all you who enter.

Join Pilgrim, the hero of Dante's classic medieval adventure Inferno, on a journey into the depth of Hell to reach Mount Purgatory on the other side of the world. The perilous journey leads to conflicts with the evil monsters and sinners that inhabit Hell, ending in a confrontation with Lucifer himself.

The damned and a whole host of demons attack Pilgrim, each more fiendish as you progress through each level.

Various objects are scattered around the game, two of which Pilgrim can carry at any time. They are displayed at the bottom of the screen.

In the first level you'll need a good rope and a bag of money. Carry these to the underground entrance to the next level and descend.

You'll find yourself standing on the edge of a lake or river. A boatman will paddle by. Pay him the money and he will take you across to the other side. But don't hang about otherwise a swarm of hornets will kill you.

Basically *Dante's Inferno* is a maze adventure. Maps are necessary to avoid being hopelessly lost.

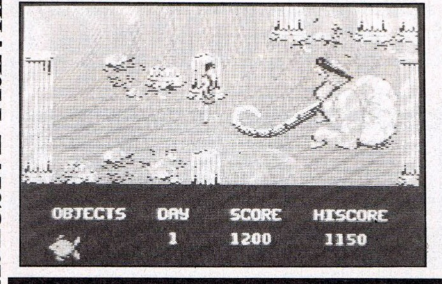
Points reflect the amount of success you have in the game. Fail and you will suffer the same fate as the sinners on whose level you perish.

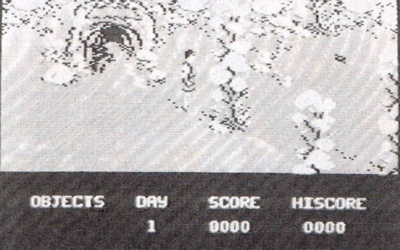
The only real grumble about *Dante's Inferno* is the quality of the graphics. The Commodore is capable of better.

One thing you can be sure of with *Dante's Inferno* is that you'll die the agony of a thousand deaths.

Paul

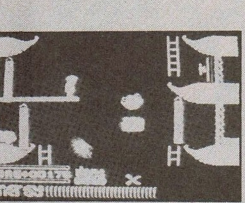
Graphics	7
Sound	7
Value	7
Playability	8

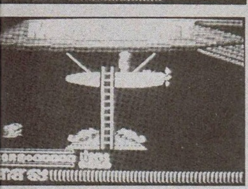




EXCLUSIVE PREVIEW

EXCLUSIVE PREVIEW EXCLUSIVE PREVIEW





THRUST

● **Machine:** BBC
● **Supplier:** Superior Software
● **Price:** £7.95 (tape) £11.95 (disk)

Thrust received rave reviews when it first appeared for the Commodore 64, and it's easy to see why. This game has class, and it's lost nothing in its move to the BBC.

It's a real pleasure to find a space arcade game that's not just another whizz-bang shoot-'em-up, all reflexes and precious little brain. The story beind the game is simple. You must visit 24 planets in turn, picking up Klystron pods via your tractor beam, and if possible destroying the planet's reactor in the process.

But never mind the storyline, what grips is the graphics. Your spaceship drifts above the planet, pulled every which way by the forces of gravity, inertia and momentum gravity. You control it by rotating right, left and a touch of thrust. This is ballet in the air. You must manouevre your apparently weightless craft out of the way of hostile fire, pick up fuel and the all-important pods — which are, to make things awkward, heavier than the ship — then hightail it for the cosmos and the next planet.

It's difficult to explain the sheer addictive pull of this game. The graphics might be smooth, with very superior movement, but they're not spectacular to look at. It's all in the sheer skill and delicacy that's needed to pilot that spaceship. Try it.

Nicky

● **Graphics**	9
● **Sound**	7
● **Value**	7
● **Playability**	10

WINTER EVENTS

● **Machine:** C16/Plus 4
● **Supplier:** Anco
● **Price:** £7.95

Summer is here and the time is right for. . . *Winter Events!* Yes, Anco's long-awaited feast of fun and games in the snow is here at last.

Well almost. The preview copy sent to *C+VG* lacked two of the ski events. But if the remaining sports match up to the rest of the games this will be a nifty simulation and a must for C16 and Plus 4 owners.

Okay, there's nothing dramatically new about *Winter Events.* There are quite a few games like on the market but this latecomer is one of the best.

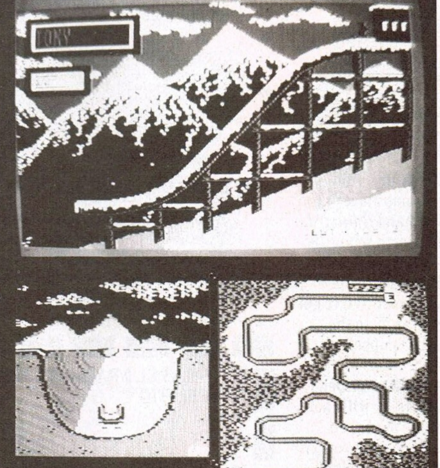
You get all the usual trimmings to the game — opening ceremonies, choice of countries and one to four players.

The graphics are excellent and the events — biathlon, bob sled, ski-jump, skating are guaranteed to cause maximum distress to your joystick.

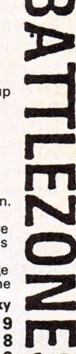
Great fun. Check it out. It's one of Anco's best.

Paul

● **Graphics**	9
● **Sound**	7
● **Value**	8
● **Playability**	10



TIME: 0.48.5 PETER



COSMIC BATTLEZONES

● **Machine:** BBC
● **Supplier:** US Gold
● **Price:** £9.95

This is a compilation of three of Ultimate's tried and trusty favourites — *Alien 8, Lunar Jetman and Jetpac.*

Alien 8 is the one where you manoeuvre a cute little robot around a vast ship invaded by aliens, all attempting to wipe out the last of a dead planet's cryogenically preserved race. It's basically *Knight Lore* in space, with the now familiar superb scrolling graphics and imaginative features.

Second on the tape is *Lunar Jetman,* a straightforward arcade game in which Jetman has to save planet Earth by destroying the aliens' missile installation, driving around in his Hyperglide Moon Rover.

The graphics scenario isn't up to *Alien 8* standard, but better than most arcade games of its type.

On the flip side of the tape is *Jetpac*, another arcade game wherein you flit about the Galaxy amassing as much treasure for yourself as you can. As a game it's pretty standard stuff, but again the graphics are above average and the music is classier than most.

All in all, if you're an Ultimate fan (and who isn't?), a good one for your shelves.

Nicky

● **Graphics**	9
● **Sound**	8
● **Value**	9
● **Playability**	9

● COMPETITION C+VG

TIARA BOOMDEAY

Adventurers are notorious hoarders of treasure. And here's your chance to lay your hands on some more thanks to those generous people at *Level 9* and *Rainbird*. They have just released *Level 9's* Middle Earth trilogy as a compilation — newly titled *Jewels of Darkness*. And they want you, dear reader, to get your paws on some jewels from top high street jeweller *H. Samuel*. We've got £200 worth of *H. Samuel* vouchers to give away to the lucky adventurers who can answer Keith Campbell's Level 9 Quiz questions.

● Two first prize winners will get £50 vouchers to spend in their local H. Samuel store, four runners-up will each get £25 vouchers. So get into your thinking mode and puzzle out the answers to Keith's quiz. Then send your entry coupon to Computer and Video Games, Jewels of Darkness Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is September 16th, normal C+VG rules apply and Keith's decision is final!

KEITH'S LEVEL 9 QUIZ

1) Which Level 9 Adventure was named Adventure of the Year at the C+VG Golden Joystick Awards?
2) Which character, created by famous Monty Python star Terry Jones starred in a game written by Level 9?
3) Which famous schoolboy's secret diary was turned into an Adventure by Level 9?

C+VG/LEVEL 9/RAINBIRD JEWELS OF DARKNESS COMPETITION

Name____________________

Address____________________

My answers:

1____________________

2____________________

3____________________




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I.D.E.A.S CENTRAL



Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.



COMMODORE • COMMODORE •

Darius Heydarpour is from Haastrecht in Holland and he has sent in some tips for a game which he thinks is the best flight/combat simulator — ACE.

Approach the refuel-plane from behind with a speed 20 knots higher than the refuel plane itself. After docking with the refuel plane never change your altitude or speed: if your tank is full and you are not docked any more, dive down to avoid a collision with the refuel plane.

Ground attack: Keep your altitude between 150 and 250. Don't use air to ground missiles to shoot down helicopters. You will need them for the SAMS and tanks. If you run out of missiles use your machine guns, but, this is rather difficult and dangerous because you have to attack at low level. So be completely sure of your target when you fire off a missile. Don't waste them!

Enemy planes: If the enemy planes appear on the map, climb to an altitude of about 35000. Always keep your speed at a maximum. To shoot the planes use your normal guns. Only use your air to air missiles if you are absolutely sure to hit a plane. If an enemy plane is behind you shoot a decoy-flare and pull your joystick back to get behind the enemy plane.

Enemy ships: Almost the same technique as the ground forces. Don't waste your missiles.

Landing at airfields: When you approach the runway reduce your speed. If your altitude has come to 300 put your wheels down. If you touch the runway the voice will say "touchdown". Reduce your speed to zero.

On higher levels ALL the enemies will fire back at you. The best thing to do is to keep moving! For those of you who have International Karate, our master martial artist **Chris Cain** tells you how to reach Black Belt.

When you start to play, put the game into two player mode. Your opponent will not move, and you can bash him without worry. Hit your opponent as fast and as accurate as you can trying to get full points on each hit. On the tiles stage, keep doing left/right movements when the 'Get Ready' message comes up until the end of the screen, as this part is based on reaction, you will break all the tiles.

On the next fight just keep hitting him hard and fast, so that you receive lots of points. The reason for all this is that you will now be playing the computer, because you were the winner of the two player bout.

In exploding fist, the move that is most used is the sweep. IK's most useful move is the crouch punch. This can be used close up as well as a distance away.

When you start a fight on the green belt level go straight into a foward somersault, and then push the stick into a flying kick position, before your man lands. This will cause him to jump straight up and kick, so you get 1000 points.

On higher levels, never attempt a roundhouse kick unless you are absolutely sure it will strike home. This is a dangerous move. Also use punches rather than kicks as they are faster.

Here's some extra tips if you have the **Game Killer** cartridge, by Robcom. Press the button to stop all sprite/sprite collision. When/if you get on to the second bonus round, the very difficult one with spears, you won't be killed, just stand there and collect bonus points.

A few hints for 'V' from **Paul Cayne** of Jarrow. To open a security door switch to security mode and get all of the alien digits the same, this will soon become very easy.

To set a bomb you take the first four digits of the clock from left to right and type them in exactly the way they appear. An initiation message should flash on.

After setting the bombs you must have all five parts of the red dust formula to complete the game. Go to the air plant. To get the right code you must add up the alien digits and divide by base six. Once this has been done go back to the docking bay and press up on ship.

If you don't know how to recharge lasers then press up when you are in front of a yellow and red outlet on the wall.

Jon Wilde of Barnsley has these tips for **Green Beret**. The defenders who carry guns are able to walk up ladders. So, if you are on top of a lorry or a platform beware at all times. The defenders who don't carry guns sometimes start to jump, but, to kill them, all you have to do is jump in the air and start to stab them. Try to save your weapons till the end because they have a final charge before you enter the next level.

On level 2 (the harbour) when you see the man in the parachute in the sky go to the far left hand side of the screen as his bullets don't reach that far. But, beware of the defenders coming in from the left hand side.

Finally, at the end of level two when the enemy launch the mass attack on you, you will encounter a bouncing dog! use the same method on them as the jumping defenders. Beware! They will attack you from both sides!

The latest game to get the **Kenneth Henry** breakdown is **Koronis Rift**, and the general tips go as follows. Stay on the move and never try to fight a saucer in front of a hulk, no matter how useful or useless it is. You stand a chance of blowing away the hulk. Discovering which hulks are

● *continued on page 42* ▶



COMMODORE • CO

useful is a case of trial and error. The brown laser only fires two shots before needing recharging, whereas it is very difficult to fire a single shot from a green or purple laser. Most hulks have useful modules and some are more useful than others.

Let Psytek decide the value of the module, then you can pick and choose between them. Make sure you have a good power unit, generator, shield, and laser.

Try switching on a newly installed module and see if it switches off any other module. When you want to replace a module, this is the time to use the "add module" option, not any other time as you can just move the indicator over a blank slot and press the fire button.

Radars are not classed by colours. A radar when installed and switched on just points to a module. So, when you think you have looted all hulks because there are no blips, switch on a radar and if there is still no blips, beam up and sell the radars for scrap.

Note down all the hulks found before you got killed and go straight to them in the next game. On rift one you must loot hulk one first and then replace your violet shields with the green shield, otherwise you could be killed by any firebomb.

The colour class is red, orange, yellow, green, blue, purple. Some hulks on different rifts tend to give you the same modules, eg red frog on rift two and red tin opener on rift three, both give you exactly the same coloured modules, made by the same race.

Most useful modules on rifts one and two are marked in the descriptions. But when you are certain you stand a chance, go straight to the saucer base on rift 20. If you know a hulk is useless, then shoot it (unless you have the disk version, where you can beam up and sell the module then beam down to the same rift again).

Here are some general tips on Firebird's brilliant Thrust, for the 64. Thrust is a game of skill, so you will need these tips to master it.

● Count how many shots it takes to destroy the nuclear power station (the thing that looks like a house) on each sheet, by doing a dummy run. When you play the game properly, you should blast the station, one or two less than it takes to destroy it, at the start of the sheet. When you have got the ball, and are about to leave the planet, blast the station and then run and you will collect your 4000 bonus.

● When you are collecting fuel, only activate the tractor beam when you are near enough to it, if you put it on earlier, you will rapidly lose your fuel, which is one thing you don't want to do.

● Try to collect all fuel, because extra points mean extra lives, and extra lives mean more playing time.

● On the third planet, you will notice there is a ledge with three fuel pods and a gun limpet. This is the only place where I recommend that you don't collect the fuel as it is extremely difficult to do it.

● When in doubt, blast! You lose no points for blasting things, and as you seem to have unlimited firepower, it makes sense. Blast all limpet guns, as these can be a real pain, and it gives you lovely points.

● Try not to spin around in circles too much, although this may be fun, eventually you will get overpowered by the ball you are towing and it will bring you crashing into the planet.





SPECTRUM • SPECTRUM •

John Flett of Inverness has come up with these hints for **Redhawk**. On starting the game go to Fleet Street and into the newspaper offices. Read the sign to get the job. When the Editor tells you to say what you need, say "Film". After this turn into Redhawk and visit the following places and collect the items there.

- Power Station: magnet.
- Professor's House in Smallman Street: gloves.
- Ed's House in Brook Court: cat.
- Director's House in Oxford Gardens: Wellies. Redhawk should wear these.

There is also a vase, at the warehouse. Fly to the docks to get this, then take it to the Museum in Back Street, and give it to the Curator/Caretaker. He will give you a map.

Once you have arrested someone — remember to get a photo of them — you will be given a police radio. Drop this, change back to Kevin and take it again. This item is vital if you are to keep track of the muggings and super villains. The muggers are useful to keep your popularity up but the super Villains are vital to cracking the game.

They are: Techno who robs the the bank in Side Street. Throw the magnet at him to beat him. The Rat who robs the warehouse at the docks. Drop the cat here.

Furso who robs the jewellers. The wellies protect you from him.

Merling who robs the gallery. Simply change identity here.

Having beaten these villains examine them and take the cards they are carrying as they defuse the bomb, this can be found by following the map.

This is as far as John has managed to get as the Professor keeps killing him, but, a few general tips are:

Give Lesley the pink tube on the train. Give the Ed any pictures you take to get more money. Keep your popularity up. Get items analysed by the scientist or professor. To find out more about people, go into the library as Redhawk and say the persons name.

Knight Tyme tips come from **J. Blakeley** from Leeds. First, unwear and drop both the shield and the cloak of invisibility (it is wise to drop these in the same place). Now go to the bridge, take the Mctable food from Sarab and the film from Gordon.

Now, take the camera from the recreation room, find Klink and give him the film and camera and command him to help.

Take the photograph, and find Derby IV, command him to help and he will give you the I.D. card. Now find S3 E3 and take the glue. This will give you the valid I.D. card which you can now wear. Take the chocolate heart from Derby IV and give this to Sharon, command her to help for a vital clue. Take the Advert from her and the Gas mask — drop this with the cloak and shield.

Drop the Advert in front of the airlock and use it to jump up and get the Starmap and the pewter tankard. Give both of these objects to Gordon and you will now be able to move the starship. Fly to Starbase 1. When you arrive command Gordon to help and he will mend the transporter.

Taking the Advert, beam down to location X1,Y2,Z3. Give the glue to Hector, and continue moving towards the right. When you get to the end use the Advert to get the boots.

Return to the starship by beaming to X0,Y0,Z0 and drop the boots with the gas mask, etc. Fuel the Starship and fly it to Monopole (always fly at Tyme Distort 1 as this uses up less fuel). When you arrive, wear the cloak and the gas mask and beam down to X1,Y 8,Z4.

Go towards the right and pick up the piece of sundial from the floor. Now find Hooper and take the magic talisman, the piece of sundial and beam back aboard the starship. Unwear the gas mask and cloak, and wear the talisman.

Drop the pieces of sundial in a

SPECTRUM

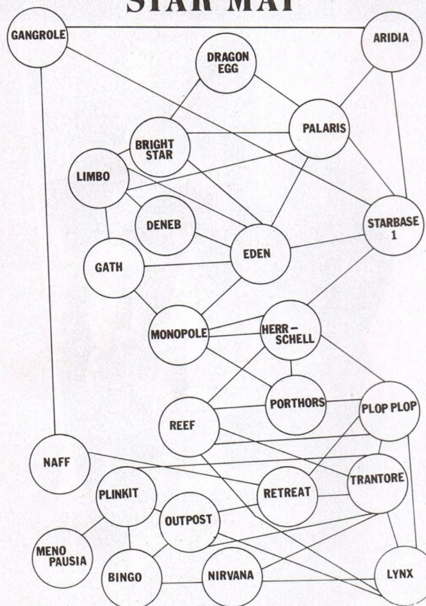
heap and fly the starship to Retreat. When you arrive, wear the cloak, boots and gasmask and beam down to X8,Y4,Z1 and find the barrier, make sure you are wearing the talisman and cast the Remove Barriers spell.

Now find Murphy and take the piece of sundial — now drop the talisman. Beam aboard the starship, drop the piece of sundial with the others and cast a Lightning Bolt. This will fuse them together to form the Golden Sundial of Alpha. Unwear the necessary and fly to outpost, wear the cloak, boots and gas mask and pickup the sundial.

Beam to X8,Y9,Z6 and move to the right. When you hear a booming voice, make sure you have the sundial — Do Not Wear It!! Keep moving until you find the Guardians of Tyme. Beam aboard the ship and fly to Gangrole (the black hole) and move to the far right of the USS Pisces and you will notice a tyme machine has appeared, mend it by casting a Lightning Bolt, make sure you are at Gangrole, and launch the tyme machine to end the game!!

Below you will find a Star Map for **Knight Tyme** which was sent in by **George Aslanis** of Tunbridge Wells.

STAR MAP



HELP • HELP

Nine-year-old **Bryan Stanley** of Aylesbury owns an Amstrad 464. He would like some infinite lives pokes for Manic Miner.

After reading the July issue of C+VG, **Robert Harpham** of South Yorkshire would like some one to tell him the Spectrum codes for **View to a Kill**. He also wants to know how many areas you have to go through to reach the fortress on **Commando**.

Jamie Kitchen of Sutton Coldfield bought the Flintstones game **Yabbadabbadoo!**, but has found it extremely hard to play and just as hard to map. Does anyone have a map or any pokes for this game?

Finally, Terry Walsh of Australia followed our hints for **Gates of Dawn** in the October Book of Maps, but, after finding three of the swords he has come completely stuck and just can't find the fourth one anywhere. Anyone care to put him out of his misery?

ATARI • ATARI

David Gentry of Bristol has sent in a list of jewels and fireball combinations for **Eidolon**.

- Level 1 red jewel — 3 red fireballs
- Level 2 green jewel — 4 yellow fireballs
- Level 3 blue jewel — 5 green fireballs
- Level 4 red-green jewels — 6 blue fireballs
- Level 5 blue/green jewels — 7 yellow fireballs
- Level 6 blue/red jewels — 8 blue fireballs
- Level 7 blue/red/green jewels — 9 red fireballs
- Level 8 — you need all 3 jewels which are floating in the tunnels.

On level 8 the dragon is a little more complicated. Keep hitting it with the reds until it changes colour. Do the same with the yellow, green and blue fireballs. You should now have a three headed dragon. Hit this with yellows until it changes into a two headed one, then hit this with blues. The single headed dragon remaining is killed with red fireballs.

To avoid running out of energy during any dragon battle, keep tapping the space bar. This way most of what is shot at you can be safely collected. A hit is only recorded on the dragon when it lights up the colour of the fireball you shot at it.

POKES • POKES

POKES
More for the MSX!
The first one is for **Mutant Monty** and comes from **Brian Lafersonne** (again!) and will give you endless lives. RUN the program and PLAY **Mutant Monty** on the data recorder.

```
10 CLEAR 100,&H87ff
20 BLOAD"CAS:"
30 POKE-27871,0
40 DEFUSR=&H9000
50 A=USR(0)
```

Simon Dobson of Devon has one for **Blagger** and **Manic Miner**. To get onto any screen of **Blagger**, press space bar and cursor to get into cheat mode then press cursor up, to view the levels and space bar when you get onto the level you want. Type in 10 Bload "CAS:",R : Bload "CAS:" 11 Defusr O=&H9254,255:zUsrO(0)

Manic miner. Load first section using BLOAD"MINER". Next Edit line 8 to change BLOAD"MINER", R to BLOAD"MINER", then type the following and RUN

```
10 POKE 39211,0:POKE
   39212,0:POKE 39213,0
20 POKE 61856,2
30 DefusrO=39165:zUSRO(0)
```

Julian Legg has a short program for C64/128 DISK only owners of **Spindizzy** which will give you infinite time. Type in the listing, save it and switch off your computer. Turn it back on, load SPINCHEAT, insert the original **Spindizzy** disk and press RETURN.

```
10 REM ★★ SPINMAKER ★★
20 REM ★★★★★★ WRITTEN
   MCMLXXXVI BY ★★★★★★
30 REM ★★★ GREMLIN ★★★
40 REM ★★FOR J.R.C.S. ★★
50 REM ★★★★★★ RUN THIS
   WITH A BLANK ★★★★★★
60 REM ★★★★★★ DISK IN
   THE DRIVE,AND ★★★★★
70 REM ★★ THEN RESET ★★
80 REM ★★★★★ LOAD
   "SPINCHEAT",8,1
   ★★★★★
90 REM ★★★★★ INSERT
   SPINDIZZY DISK ★★★★★
100 REM ★★★ PRESS
   RETURN. YOU WILL ★★★
110 REM ★★★★★ NOW HAVE
   INFINITE TIME ★★★★★
120 REM ★★★★★★★★★★★★
130 OPEN 5,8,5,"O:
   SPINCHEAT,P,W"
140 PRINT 5,CHR$(167);
   CHR$(2);
150 FOR T=0 TO 92:READ
   A:PRINT 5,CHR$(A);:NEXT
160 CLOSE 5:PRINT"HACKED
   BY J.R.C.S.!":END
170 DATA 169,0,32,144,255,
   234,234,169,8,170,168,32,
   186,255,169,5,162,248
180 DATA 2,32,189,255,169,0,
   32,213,255,238,252,2,173,
   252,2,201,50
185 DATA 208,3,32
190 DATA 213,10,201,51,208,3,
   32
200 DATA 65,99,201,53,208,
   211,169,96,141,109,133,76,
   0,96,32,207,255,240
210 DATA 251,76,167,2,0,0,0,0,
   0,0,0,0,0,0,0,0,0,83,80,73,
   78,49,0,0,0,227
220 DATA 2,227,2
```

T. R. Matthews of Cambridge has a few tips and an infinite lives routine for **Cyberun** on the Spectrum.

When you first start the game collect the boosters on either side of your start position. Collect everything else along your path.

When you have collected these, proceed down into the cave system and find parts of the ship. You can only use the pick up arms when they are flashing. Type in the program below and start the master tape from just after the basic loader program.

```
1 CLEAR 24191: LOAD "" CODE
:INK 0: PAPER 0: PRINT USR
24576: PRINT AT 19,0;: LOAD ""
CODE : FOR i=23446 to 23453:
READ a: POKE i,a: NEXT i :
PRINT JSR 23424: DATA
62,167,50, 207,244,195,128,92
```

ends here ◀

FIVE STAR interview

AFTER a hard day's work at the recording studio Delroy Pearson likes nothing better than kicking off his shoes and loading some games on his Commodore 64.

Delroy is one fifth of the phenomenonly successful group *Five Star* who have achieved worldwide hits with songs like *All Fall Down, Let Me Be The One, I Can't Wait,* and the recent chart topper *Find The Time.*

Delroy has owned a Commodore 64 for quite a few years now, after he convinced his parents to buy him one.

"When I was at school, I was taking Computer Studies", Delroy told me when I talked to him at C.B.S. Studios, London during a break in recording.

"As well as doing programming during the lessons, my school friends and I used to play computer games. You know, the kind you type into the computer from program listings. At the time, the only access I had to a computer was during my Computer Studies lessons, or going to a friend's house to play games, so I thought it would be nice to have a computer at home, which my parents agreed to."

What made him choose a Commodore 64? "It seems as though the Commodore 64 has got the best games around."

What types of games does he like? "I like to play arcade games. At the moment, my favourite game is *Pitstop 2.* I also like the martial art Karate games like *Yie Ar Kung Fu* and *Way of the Exploding Fist.*

"I like a game that offers me a challenge, something that will get my mind working and how I will plan my strategy via the joystick. I don't like games which are too easy to play.

"The problem with the majority of games, is that once you've bought them and worked out how you play them, you quickly tire of them and don't play them often."

Surprisingly, while Delroy plays computer games at home, he doesn't go to the arcades.

"The only time I have ever been to the arcades is in Southend for day trips and visits. I really don't like to go to arcades. But as far as arcade games are concerned, one of my favourites is *Pole Position.* It's nice and fast."

Also in the studio were the other members of the group, Delroy's brother Steadman and sisters Lorraine, Deniece and Doris. So I asked the rest of them, do they like computer games?

A sudden silence gripped the studio, and then a voice was heard. It was Deniece who said. "Computer games are fun to watch. I prefer watching Delroy playing the games. But I tell you what I do like, it's Karate games."

How about a Five Star computer game? "Yeah, it would be a good idea and rather nice. It seems a good idea to me", Delroy said.

Has Delroy ever considered getting some musical add-ons for his Commodore 64?

"I haven't until recently, but it is something I'm looking into. Something like the Commodore Sound Expander and Sound Sampler really appeals to me, as I think it would cut down on the costs of getting equipment. I like the idea of sampling sound through a Commodore 64. The 64 is ideal for music and I'm sure I could maybe do some rough demos on it with the right equipment.

What are the future plans for Five Star? "Well, we have our new album out which we are promoting at the moment in the UK, then later on, it's off to Europe, America and wherever else our records are doing well."

Later a thought strikes me — with so much music now being written for the 64, would Five Star ever consider releasing their own 'cover' version, of music from a 64 game? Who knows, with Delroy so keyed up on computers, anything is possible.



FAMOUS FIVE COMPETITION

We've got a pair of tickets for Five Star's spectacular London concert in September for the lucky winner of our famous five competition! And ten runners-up will get a copy of Five Star's latest hit LP. All you have to do is answer the questions below, fill in the coupon and rush it to Computer and Video Games, Famous Five Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is September 16th, normal C+VG competition rules apply and the editor's decision is final. Now, just answer the famous five quiz. . .

1. Name Five Star's first UK hit single.
2. Name the famous five which Michael Jackson started out with.
3. Name the author of the Famous Five series of books which also became a TV series.

C+VG FAMOUS FIVE COMPETITION
My answers are:

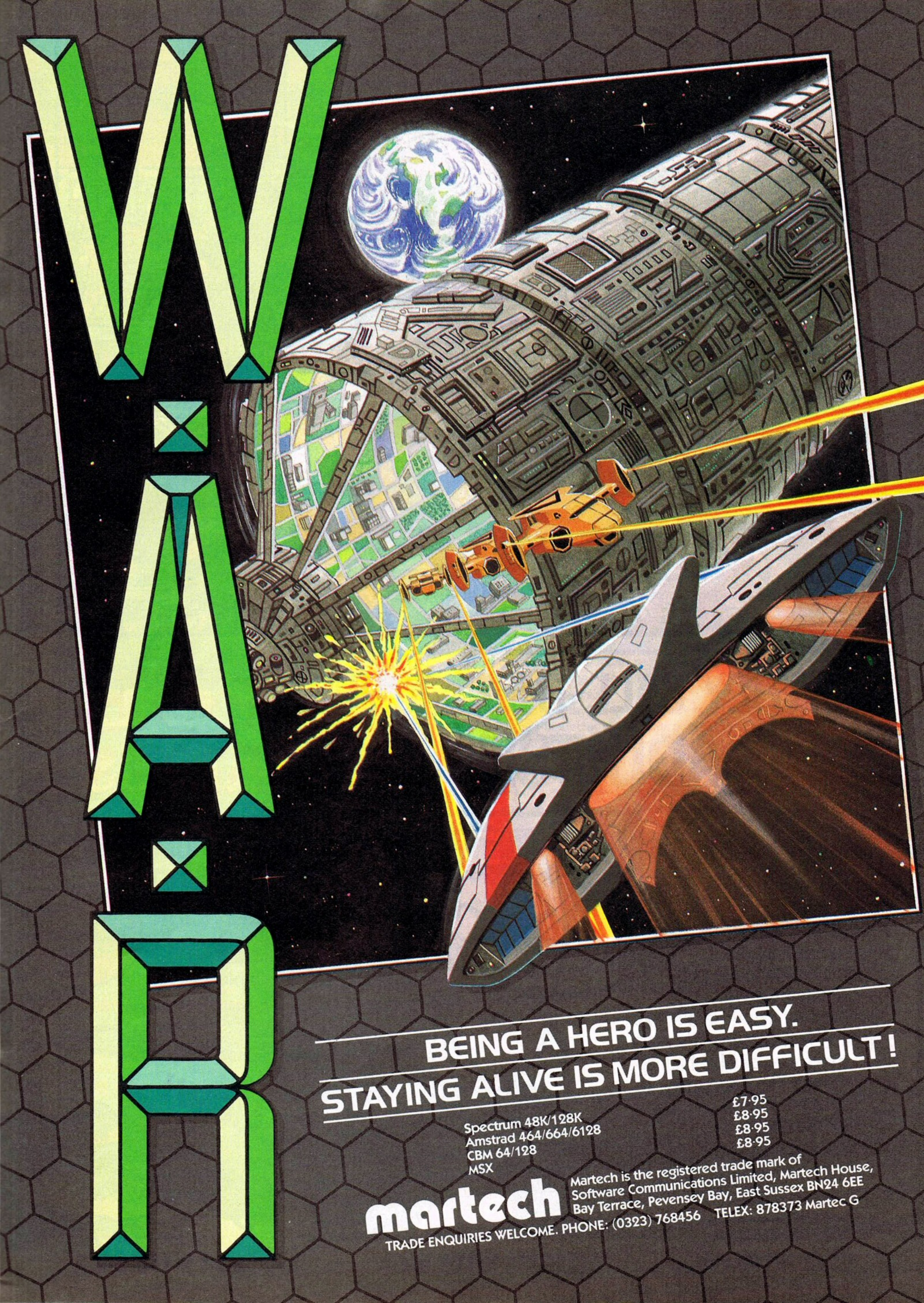
1. ____________
2. ____________
3. ____________

Name____________

Address____________

____

Age____________


W·A·R
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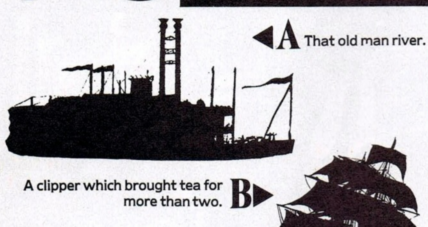
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● COMPETITION C+VG

THE VIRGIN CHALLENGE



THE VIRGIN CHALLENGE



◀**A** That old man river.

A clipper which brought tea for more than two. **B**▶

▼**C** The German ship which sank HMS Hood.

▼**D** Dive! Dive! Dive! In German, of course.

To celebrate Richard Branson's amazing record breaking Blue Riband run across the Atlantic, C+VG and Virgin Games **are proud to offer you the very special** Virgin Challenge Grab Bag **— packed with goodies!**

● **Three top prize winners will get a** Grab Bag **complete with a** Virgin Challenger t-shirt**, a copy of the new** Virgin Challenger **game and a copy of the Now Music 6 LP. The 25 runners up will get a copy of the Challenger game, which will be available for the 64, Spectrum and Amstrad.**

● **What do you have to do to win? Simple. Use the clues to identify the silhouettes of the ships on this page, fill in the coupon, answer the tie breaker question and send your entry to Computer and Video Games, Virgin Challenger competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for this competition is September 16th, normal C+VG rules apply and the skipper's decision is final. Man the lifeboats and launch your entry today!**

Name ________________________

Address ________________________

____

Computer owned: Spectrum ☐ C64 ☐ Amstrad ☐ (tick box)

Tie breaker: Name the ocean passenger liner which previously held the record for the Atlantic crossing ____________

Ship A is: ________________________

Ship B is: ________________________

Ship C is: ________________________

Ship D is: ________________________



● COMPETITION



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● AMSTRAD 464

BRUCE LEE JNR

Hey! Yah! Pow! Krak!!! Bruce Lee Jnr is in town. He must do his deeds, as they say, and rid the mines of the evil within. You must kill all the bats, but watch out for the nasty spiders which attack you.

You walk left, right, and kick by pressing the fire button and moving the joystick. This program runs on an Amstrad 464.

Program Variables:
A$ = Bruce kick left
B$ = Bruce kick right
SP = Speed of spiders
Level = Used to add a little more time to the game
Score = quite obvious really
Bruce = lives left
WK = wait for a kick
m,t = position of spiders
bat,baty = positions of bats
oldx,oldy = used to remember Bruce's positions
u,p = test for kicked bats
m,bx,by,bt = used to build mines

Note: On each level the time will increase, but you will move slower.

● By Anthony Guyon

```
5 REM BRUCE LEE JNR BY TONY GUYON
10 BORDER 0:INK 0,0:INK 2,2:INK 3,2
6:INK 4,3:INK 5,4:INK 6,15:INK 7,19
:INK 8,13,23:SPEED INK 5,5:INK 9,12
:INK 10,18
20  ENT 1,100,2,8:ENV 1,100,2,8:ENV
 2,15,-1,10
30 GOSUB 2000 REM u.d.g's
40 GOSUB 9000:REM titles
50 a$=CHR$(207)+CHR$(208):b$=CHR$(2
09)+CHR$(210)
60 tim=40:sp=20:level=0:score=0:m=2
:bruce=3
70 GOSUB 1000:REM drawing the platf
orms
80 GOSUB 5000:REM set up bats
90 GOSUB 8000:REM set up top of scr
een
100 EVERY 50 GOSUB 2150:REM set tim
er
110 EVERY sp,1 GOSUB 3000:REM set u
p spiders
120 X=18:Y=5:REM places bruce at st
art
130  PEN 3:LOCATE X,Y:PRINT CHR$(20
0)
140 WHILE  tim>0
150 DI
160 LOCATE 2,5:PEN 8:PRINT CHR$(143
):PEN 3
170 IF x=2 AND y=5 THEN GOSUB 5060
180 IF INKEY(72)=0 AND x=5 OR INKEY
(72)=0 AND x=14 THEN y=y-3:IF y<4 T
HEN y=5 ELSE LOCATE x,y:PRINT CHR$(
201):LOCATE x,y+3:PRINT CHR$(32):GO
SUB 290:GOSUB 410
190 IF INKEY(73)=0  AND x=5 OR INKE
Y(73)=0 AND x=14 THEN y=y+3: IF y>2
0 THEN y=23 :LOCATE x,y-3:PRINT CHR
$(32):LOCATE x,y:PRINT CHR$(200) EL
SE LOCATE x,y:PRINT CHR$(202):LOCAT
E x,y-3:PRINT CHR$(32):GOSUB 290:GO
SUB 410
200 IF INKEY(74)=0 THEN x=x-1:GOSUB
 350:LOCATE x,y:PRINT CHR$(203)CHR$
(32):GOSUB 290:GOSUB 410
210 IF INKEY(75)=0  THEN X=X+1:GOSU
B 380:LOCATE x-1,y:PRINT CHR$(32)CH
R$(204):GOSUB 290:GOSUB 410
220 IF x<=1 THEN LOCATE x,y:PRINT C
HR$(238):x=x+1:LOCATE x,y:PRINT CHR
$(204)
230 IF x>=20 THEN LOCATE x,y:PRINT
CHR$(238):x=x-1:LOCATE x,y:PRINT CH
R$(203)
240 IF INKEY(74)=0 AND INKEY(76)=0
THEN LOCATE x,y:PRINT CHR$(32):x=x-
1:y=y-1:GOSUB 350:GOSUB 380:LOCATE
x,y:PRINT a$:GOSUB 440:GOSUB 320:EI
:DI:LOCATE x,y:PRINT"  ":x=x-1:y=y+
1:LOCATE x,y:PRINT CHR$(203):GOTO 1
40:
250 IF INKEY(76)=0 AND INKEY(75)=0
THEN LOCATE x,y:PRINT CHR$(32)::y=y
-1:GOSUB 350:GOSUB 380:LOCATE x,y:P
RINT b$:GOSUB 440:GOSUB 320:EI:DI:L
OCATE x,y:PRINT"  ":x=x+1:y=y+1:LOC
ATE x,y:PRINT CHR$(204):GOTO 140
260 EI
270 WEND
280 END
290 REM update score
300 score=score+1:PRINT#4,score
310 RETURN
320 REM WAIT FOR KICK
330 FOR wk=1 TO 90:NEXT
340 RETURN
350 REM holds bruce in screen
360 IF x<=1 THEN x=x+1
370 RETURN
380 REM holds bruce in screen
390 IF x>=20 THEN x=x-1
400 RETURN
410 REM sound of step
420 SOUND 2,4000,10,6,0,0,1
430 RETURN
440 REM sound of kick
450 SOUND 2,0,10,12,2,0,10
460 RETURN
1000 REM drawing the platforms
1010 PRINT CHR$(22)+CHR$(1):REM tur
n on transparent mode
1020 by=6
1030 FOR bx=1 TO 4:GOSUB 1110:NEXT
1040 FOR bx=6 TO 13:GOSUB 1110:NEXT
1050 FOR bx=15 TO 20:GOSUB 1110:NEX
```

● continued ►

BRUCE LEE Jnr

```
T
1060 IF by=21 THEN 1070 ELSE by=by+
3 :GOTO 1030
1070 FOR bt=5 TO 24:LOCATE 1,bt:PEN
 9:PRINT CHR$(143):LOCATE 1,bt:PEN
4:PRINT CHR$(199):NEXT
1080 FOR bx=2 TO 20:by=24:GOSUB 111
0:NEXT
1090 FOR bt=24 TO 5 STEP-1:LOCATE 2
0,bt:PEN 9:PRINT CHR$(143);:LOCATE
20,bt:PEN 4:PRINT CHR$(199):NEXT
1100 PRINT CHR$(22)+CHR$(0):RETURN:
REM turns off transperent mode
1110 LOCATE bx,by:PEN 9:PRINT CHR$(
143):LOCATE bx,by:PEN 4:PRINT CHR$(
198)
1120 RETURN
1130 RETURN
1999 REM bruce,bats ect...
2000 SYMBOL AFTER 180
2010 SYMBOL 198,&22,&22,&FF,&88,&88
,&FF,&44,&44:REM brick hor
2020 SYMBOL 199,&27,&E4,&3C,&24,&27
,&E4,&3C,&24:REM brick ver
2030 SYMBOL 200,&1C,&1C,&49,&7F,&1C
,&8,&14,&22:REM bruce
2040 SYMBOL 201,&5D,&5D,&49,&3E,&1C
,&8,&14,&14:REM up
2050 SYMBOL 202,&1C,&1C,&8,&3E,&5D,
&49,&55,&14:REM down
2060 SYMBOL 203,&18,&18,&88,&7C,&1C
,&14,&24,&62:REM left
2070 SYMBOL 204,&18,&18,&11,&3E,&38
,&18,&24,&36:REM right
2080 SYMBOL 205,&99,&99,&BD,&5A,&18
,&24,&0,&0:REM bat
2090 SYMBOL 206,&0,&0,&0,&0,&0,&42,
&BD,&15:REM spider
2100 SYMBOL 207,&19,&4,&3,&1,&0,&0,
&0,&0:REM kick left 1
2110 SYMBOL 208,&18,&DA,&64,&F8,&E0
,&0,&0,&0:REM kick left 2
2120 SYMBOL 209,&18,&5B,&26,&1F,&7,
&0,&0,&0:REM kick right 1
2130 SYMBOL 210,&98,&20,&C0,&80,&0,
&0,&0:REM kick right 2
2140 RETURN
2150 REM timer
2160 tim=tim-1:PRINT#2,tim
2170 IF tim=0 THEN bruce=1:GOTO 400
0 ELSE RETURN
3000 REM set up spiders
3010 PEN 2:REM colour for spiders
3020 FOR t=8 TO 20 STEP 3
3030 LOCATE m,t:PRINT CHR$(206):REM
 prints spiders
3040 IF m>2 THEN LOCATE m-1,t:PRINT
 CHR$(32)
3050 IF m>17 THEN LOCATE m,t:PRINT
CHR$(32):FOR wipe=8 TO 20 STEP 3:LO
CATE m-1,wipe:PRINT CHR$(32):NEXT:m
=2
3060 IF x=m AND t=y THEN GOSUB 4000
 :REM tests for spider hit
3070 NEXT
3080 m=m+1
3090 PEN 3:REM resets bruces colour
3100 SOUND 4,2,3,4,0,0,1
3110 RETURN
4000 REM hit by spider
4010 bruce=bruce-1
4020 PRINT#3,STRING$(bruce,CHR$(200
))
4030 SOUND 2,0,120,15,2,0,15
4040 IF bruce=0 THEN DI:SOUND 1,100
,190,0,1,1:FOR roll=0 TO 40 STEP 0.
1:OUT &BC00,1:OUT &BD00,roll:NEXT:G
OTO 7000 ELSE RETURN
5000 REM set up bats
5010 FOR bat=6 TO 16 STEP 5
5020 FOR baty=7 TO 19 STEP 3
5030 PEN 5:LOCATE bat,baty:PRINT CH
R$(205)
5040 NEXT:NEXT
5050 RETURN
5060 REM test for all the bats gone
5070 oldx=x:oldy=y
5080 x=0:y=0
5090 FOR u=175 TO 495 STEP 160
5100 FOR p=105 TO 300 STEP 50
5110  IF TEST(x+u,y+p)=5 THEN x=old
x:y=oldy:RETURN
5120 IF TEST(x+u,y+p)=0 THEN NEXT:N
EXT
6000  REM set higher level
6010 LOCATE 3,5:PEN 8:PRINT"CONGRAT
ULATIONS!!"
6020 FOR note=200 TO 40 STEP-10:SOU
ND 2,note,5:NEXT
6030 LOCATE 3,5:PRINT STRING$(17,32
)
6040 sp=sp-1:IF sp<14 THEN sp=15
6050 level=level+4
6060 IF level>60 THEN level=60
6070 tim=40+level
6080 GOSUB 5000:GOTO 100
7000 REM end of game
7010 MODE 1:PEN 1
7020 LOCATE 10,5:PRINT"SORRY IT'S T
HE END !"
7030 PEN 2:LOCATE 1,15:PRINT"Never
mind, you got a score of";score;"Do
 you"
7040 PEN 2:LOCATE 9,16:PRINT"think
you can do better?"
7050 PEN 3:LOCATE 4,20:PRINT"Do you
 want to try again? (y/n)"
7060 yn$=INKEY$:IF yn$=""THEN 7060
7070 yn$=UPPER$(yn$)
7080 IF yn$<>"Y" AND yn$<>"N" THEN
7060
7090 IF yn$="Y"THEN 7100 ELSE CALL
0
7100 CLS:LOCATE 7,5:PRINT"DO YOU WA
NT INSTRUCTIONS?"
7110 PEN 2:LOCATE 17,10:PRINT"(Y/N)
"
7120 yn$=INKEY$:IF yn$=""THEN 7120
7130 yn$=UPPER$(yn$)
7140 IF yn$<>"Y" AND yn$<>"N" THEN
7120
7150 IF yn$="Y"THEN  MODE 0:RUN 40
ELSE MODE 0:RUN 50
8000 REM set up top and bottom of s
```

● continued ►

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```
creen
8010 PEN 2
8020 FOR q=1 TO 3
8030 FOR w=1 TO 20
8040 READ e:LOCATE w,q:PRINT CHR$(e
)
8050 NEXT:NEXT
8060 DATA 143,143,143,143,143,143,1
43,143,130,129,130,129,143,143,143,
143,143,143,143,143
8070 DATA 143,143,32,143,143,130,12
9,212,32,32,32,32,213,130,129,143,1
43,32,143,143
8080 DATA 212,32,32,32,32,32,32,32,
32,32,32,32,32,32,32,32,32,32,32,21
3
8090 WINDOW #1,9,13,2,2:PEN#1,10:PR
INT#1,"MEN:"
8100 LOCATE 1,25:PEN 6:PRINT "TIME"
:LOCATE 10,25:PEN 7:PRINT"SCORE"
8110 WINDOW #2,5,9,25,25:PRINT#2,ti
m
8120 WINDOW #3,9,13,3,3:PRINT#3,STR
ING$(bruce,CHR$(200))
8130 WINDOW #4,15,24,25,25:PRINT#4,
score
8140 RETURN
9000 REM title
9010 MODE 1:LOCATE 13,1:PEN 1:PRINT
 CHR$(24)" BRUCE LEE Jnr "
9020 LOCATE 13,2:PRINT" by TONY GUY
ON "CHR$(24)
9030 LOCATE 1,4:PEN 2:PRINT"You are
 Bruce Lee jnr.";:PEN 1:PRINT CHR$(
200):PEN 2:PRINT"Your at the top of
 a old house and all  you have to d
o is go to the other side."
9040 PRINT"simple!!.......only trou
ble is you can  only get to the nex
t house by jumping upand kicking ou
t all of the bats ";:PEN 1:PRINT CH
R$(205);CHR$(32);CHR$(205)
9050 PEN 2:PRINT"that hang from the
 rafters.Still not toobad,but for a
ll the deadly spiders ";:PEN 1:PRIN
T CHR$(206);CHR$(32);CHR$(206)
9060 PEN 2:PRINT"that walk the floo
rs.You can go from     floor to floo
r using the 'anti-gravity' ducts in
 the floors"
9070 PEN 3:PRINT"To play you have t
o use the joystick to move left and
 right,up and down (when    approria
te).To kick press the fire      but
ton and move left or right."
9080 PEN 1:PRINT"The game will end
when you stand on the flashing squa
re AFTER kicking all the    bats,or
when lives or time runs out.If  you
 finish you go again but your getti
ngtired so you go slower.But you ge
t more time."
9090 PEN 3:LOCATE 9,25:PRINT"PRESS
ANY KEY TO PLAY"
9100 WHILE INKEY$="":WEND
9110 MODE 0
9120 RETURN
```

BRUCE LEE Jnr

BRUCE LEE Jnr

BRUCE LEE Jnr

BRUCE LEE Jnr

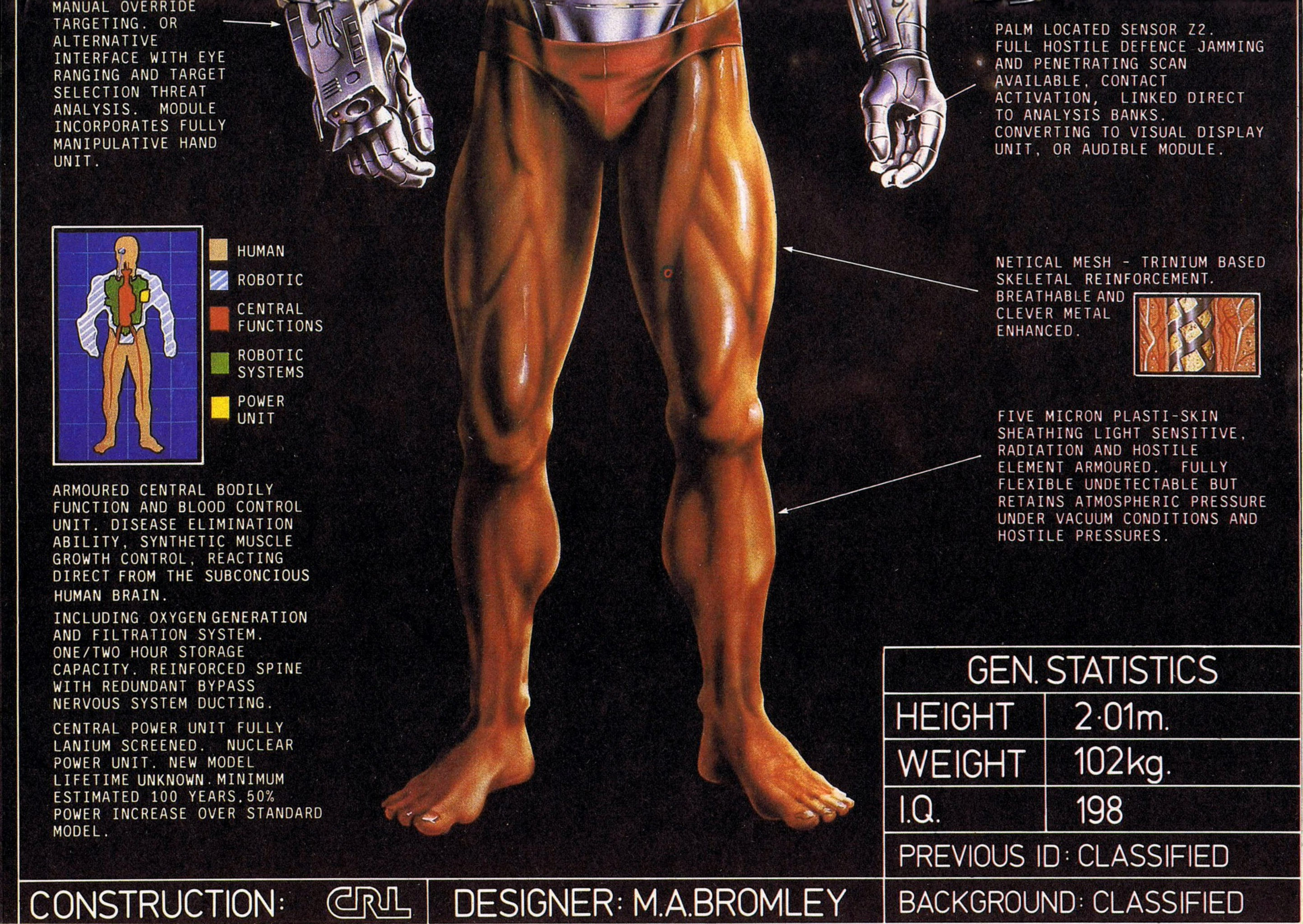
BRUCE LEE Jnr

ENDS HERE ◄



CAN YOU PUT A STOP TO THIS LITTLE MENACE'S EXPLOITS?
JACK THE NIPPER...
AHH!..WHAT A LUVERLY DAY.... FOR A WALK TO THE SHOPS...
And you'd better behave yourself
Course I will Mum!
...& HERE WE ARE!
JUS' MICRO
NOW IN...
JACK the NIPPER!
OH NO! NOT HIM AGAIN
Oi-! load in Jack the Nipper for me - or else!
MONTYS RUNNING OFF!
...OR SO THE STORY GOES-WE THINK!
AND SO... A STAR IS BORN...
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DEPT: MILITARY SECURITY
DATE: 2221
SECURITY CLASS: A-1 GAL. CORP.
FILE CODE: TC3 KZINTI
ACCESS: EYES ONLY
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BACKGROUND: CLASSIFIED
CONSTRUCTION: CRL
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C+VG ADVENTURE NEWS



In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

ADVENTURE COMPILATION

● **Rainbird Software** has unveiled Commodore versions of **Magnetic Scrolls' Pawn,** and **Level 9's** Middle Earth trilogy. At a recent Press Conference in their new offices in New Oxford Street, the arrival of these new additions to the Rainbird range were demonstrated by **Anita Sinclair** and **Mike Austin.**

You will be able to see these games running for yourself, on the Rainbird stand at the PCW Show, early in September.

Mike Austin demonstrated **Dungeon Adventure** from **Jewels Of Darkness,** which is a completely re-vamped compilation of Clossal Adventure, Adventure Quest, and Dungeon Adventure.

In their new format, the games use the same parser and operating system as **Price of Magik**.

In the days when the three games were originally released, **Level 9's** techniques were far less advanced, and much less could be fitted into memory.

Using more sophisticated text compression, the trilogy has been completely re-written and now offers RAM SAVE, OOPS, and graphics, as well as multi-tasking.

The latter enables the player to type whilst the picture is still drawing, and then to interrupt the graphics to continue with the game. Mike reckons theirs are the only adventure programs in the world to provide this feature.

In addition to all these goodies, the vocabularies of the games has been considerably enhanced, to help the player. Difficult adventures, **Level 9** have tried to make them more playable by inexperienced adventurers, by incorporating Help.

'It doesn't seem fair to let someone spend hours trying to open an unopenable grating. Despite the fact that you have described it as covered with concrete — they will STILL try!" HELP will tell them that such an object definitely has no use.

Commands are much more flexible, too, in the new versions. For example, there are about 14 different ways of lighting a lamp, and if you can't hit on the right words, then perhaps you ought not even own a computer! Old hands at the games may be interested, and Helplines will be relieved, to hear that any original winning sequence of commands, will still enable each of the new games to be successfully completed.

Prices: Commodore 64/128 — £14.95 (three cassettes or one disk); Spectrum, Amstrad CPC — £14.95 (three cassettes); Amstrad CPC/PCW — £19.95 (one disk).

THE CHATTY ADVENTURE

● Anita Sinclair took the floor to demonstrate the Commodore versions of Pawn. On the Amiga there is introductory music, created by an old friend of C+VG, **John Molloy** from the band **Mainframe.** The adventure can optionally be played with simulated voice "reading" the text output. This, it is hoped, will open up a whole new field of leisure for the blind. You type in your command in the normal way, and the text displayed on the screen is spoken through the Amiga's sound system.

If an unrecognised word, or typing error is entered, then the voice simply tells you that it doesn't understand, and lists the individual letters that were typed.

The 64 and 128 versions come on the same disk. (*Pawn* will not run on cassette.) The program detects the mode or machine in which it is running, and acts accordingly. There are two separate programs, and one set of graphics is shared by both.

The text is displayed in green, giving the effect of turning your telly into an expensive green-screen monitor. The graphics, although lacking in the variety of colour in the Amiga and ST versions, have the same detail.

They also have the 'roller blind' characteristics of the other versions. As an extra, a cameo of each graphic is displayed in the top right hand corner of all text screens, from which position it can be moved anywhere on the screen.

Both these versions, played without graphics, will run considerably faster, but performance can be varied with the following graphics commands: NORMAL, displaying each full picture the first time a location is entered; VERBOSE, always showing the full picture; BRIEF, displaying only the cameo; and OFF, running as a very fast text-only adventure.

All Commodore versions will be on display at the PCW Show, and prices are: 64/128 — £19.95 (two or three disks); Amiga — £24.95 (one disk).

GUILD OF THIEVES — PAWN II

● **Guild of Thieves**, the follow-up — but *not* a sequel — to The Pawn, is also set in Kerovnia.

"*Pawn* is definitely NOT an easy game!" Anita Sinclair admitted. "It is easy enough to get about 150 points, but from there on, things start to get tough!"

This was a deliberate policy decision. Having spent some three or four years developing their adventure system, **Magnetic Scrolls** wanted to throw everything they had at it, to prove its worth. Now **Pawn** is complete, it is the time to relax a bit, so with **Guild**, the player will get an easier adventure.

I explained to Anita how desperate all C+VG Adventurers were for further news and details of **Magnetic Scrolls** adventures. As the tears came to her eyes, she begged me to join her for an exclusive sneak preview of **Guild**.

If the puzzles are not so mind-bending, wait till you see the graphics! They make even those of **Pawn** seem crude in comparison! One scene, set around a snooker table with a game in progress, is so full of detail, that you can almost choose which shot to play! We moved on into an elegant lounge.

"There — doesn't that say more than a thousand words?" asked Anita, triumphantly. Indeed it did. A three cornered settee, positioned in the centre of the room, was so complete that I could even make out the buttons in the upholstery! The rest of the furnishings were depicted just as faithfully, and the whole atmosphere of the room came over, at a glance.

Even my jaded "text adventurer's" spirit was touched by these fantastic graphics. Take back all I have said about them in the past, if anyone else can produce graphics of this quality, I think I may soon be converted into a picture-freak! I really am quite impressed!

Programming is well under way, but the game is unlikely to arrive in time for Christmas. So save your pennies for the New Year!



HELPLINE

YOU THINK YOU'VE GOT PROBLEMS

See Ka Of Assiah is the problem game this month — pity Mastertronic didn't think to send me a copy! Getting a rod of light out of a block of ice is like getting blood out of a stone to **Shaun Green** of Newport. Look in the upside down section for help.

The more mundane job of opening a gate is baffling **Lcpl Sweeney** of BFPO. Meanwhile, **Gregory Quinn** seems to be doing quite well so far, and has successfully overcome the Guardian, only to discover a hook in his room! Now what can be done with that?

Seabase Delta from Firebird is another popular puzzler. A caged hen, and an un-levered cannon are facing **Ray Nurden** of Newport down in the base. The budget adventures seem to be doing great business, and at £1.99 a time it is hardly worth the effort to pirate one. Perhaps there's a lesson here for other companies. I wonder how price-sensitive the adventure market is?

Not content with getting stuck in just one game, like so many other adventurers. Ray has also managed to grind to a halt in another. This time it's **Castle Blackstar**, where flames keep exploding Ray's dynamite, and excalibur is eluding his grasp.

Eyvindur Tryggvason of Iceland is in **Chaos**, and not without Cause! The cheese is bothering him — should he give it to the rats? Seems it is putting them to sleep, for Eyvindur wonders what to do with them then?

Andreoli Marco of Turin is truly an adventure fanatic! A student of 21, he has begun DOZENS of adventures, he says, but has solved only a few. To players of **Masquerade**, he suggests typing a rude word. I'll leave you to work out how to get out of it, if you take the advice! Most of Andreoli's troubles are with Infocom games, so I passed him to Paul for a chat over breakfast.

His most frustrating problem of all, is the first command in **Jewels of Babylon.** CLIMB DOWN LADDER, Andreoli, and you're off to a good start!

Meanwhile, a shocked Italian will be receiving a Helpline reply postcard in his native tongue. No, I haven't been going to evening classes — Neil 'thank God A-levels are over' Campbell, second in line to the hereditary penthouse suite, asked his bi-lingual girl-friend Nadia to translate...

Apologies to **P. Loods** and **Alan Wall**, whose problems I had promised to give an airing, but am unable. The wordprocessor document that included their problems got lost in transfer from my portable Model 100 to the Model 4. The Model 100 locked up on initiation of the file transfer, and required a cold start to free up. I'm convinced there's a bug in the built-in software somewhere...

Seems with the **Ultima** games you either ignore them or get hooked! **Tim Hammond** is trying to help **Andrew Bethel**, and reports that the Lord of Time is at the bottom of a VERY hidden dungeon. You need to use the Moon Gates to get to it, the one just below the Dark Forest, says Tim. He thinks you must enter these when the moons are at 5,7. In return Tim asks if Andrew or anyone else knows where the fourth card is?

David Stinson is responsible for help with the rats in **Pub Quest** (see clues) and seems to have progressed quite a way with the game. But the sewer has him beat! "It is impossible to map, as everything you drop gets swept away. I don't know if I've got the patience to cope with them, as the torch keeps going out!"

And finally, the clue I was never sent! **Richard Clegg** sent in a goodly number of clues, but let me down with **Robin of Sherwood!** "I was going to tell you how to use Marion's hairgrip in connection with her chastity belt," says Richard, "but as C+VG is a family mag, I thought better of it!" His concern with the moral welfare of C+VG readers earns Richard a t-shirt!

ADVENTURE CHAT

When you die in **Price of Magik**, you can continue where you left off by typing a four-letter word says **James McKiernan** of Stratford, London. Was this a de-bugging aid, accidentally left in the program, I wondered?

Pete Austin explained that a few words like DAMN have been included as synonyms of OOPS, the command you enter after making a nasty move. However, when I tried, a bolt from the blue seared past me, and a voice boomed out 'Watch your language, buster!" Strange! It also happened with the word supplied by James, but the least said about that, the better!

Michael Smith of Peterborough had me searching everywhere in **The Pawn** for Mister Men. Could I find them? I told Michael, and he wrote back to say they were a figment of his imagination, brought on by his frustration in not being able to find a source of light. Shame on you, Michael!

One day, IF my brand new Atari ST should ever enjoy a period of good health long enough to end its regular visits to The Silica Shop for bomb disposal, I might even be able to finish the game!

Simon Bond of Malvern complains that the June Adventure section had "... absolutely zilch as far as colour is concerned. Please tell the editor to put a bit more in. It spoils what is otherwise probably the best adventure Helpline." PROBABLY, Simon??? I put the point to the Ed who, loathe to say that it's brilliant enough without colour lest I should ask for a rise, was last heard muttering "... if he prefers text to graphics in an adventure, why should he want colour in the column...?"

Apologising for his bad writing, **Richard Clegg** of Preston claims it was caused by the boredom induced by playing **Planet Of Death.** "It does to your brain what two blows from a sledge hammer do to your body!" comments Richard, adding "Ignore what that looney from the Channel Islands says, and carry on plugging Scott's games."

SEE YOU AT OLYMPIA?

Once again, the **Adventure Helpline** will be in residence on the EMAP stand at the PCW Show. With the Helpline database running, plus loads of notes and clue sheets, we will be on hand to help you with your adventure problems, and to chat about adventures in general.

As well as meeting us, you will be able to buy one of the coveted Adventure t-shirts, (or a Big Red t-shirt if you must!) and catch up with an odd back issue you missed, which will be on sale at half price.

The PCW Show is at Olympia in London (change at Earls Court to a shuttle tube on the District line.) Trade and press only are admitted on Wednesday 3rd and Thursday 4th September, and the show is open to the general public from Friday 5th to Sunday 7th September. Come along and say Hello — or something similar — we're dying to meet you!

CHEAT'S CORNER

What's that I said about no bugs in Level 9 games? Ah, well, here is a very sophisticated one, and unlikely to be encountered in normal play.

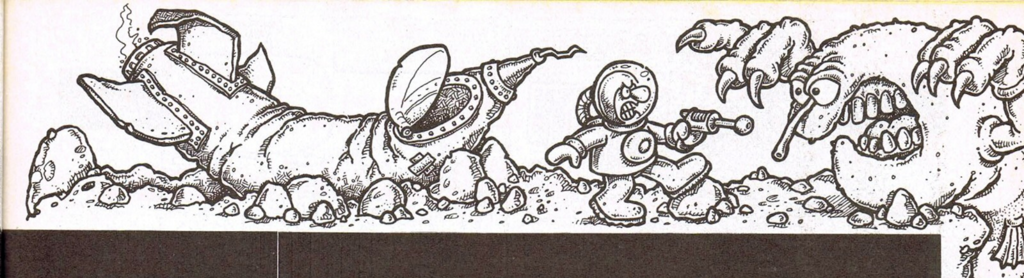
It's from **James McKiernan**, who has the Commodore version of **Price of Magik.** "Make sure you have the crystal ball," says James, "Use the FIN spell and then cast ESP in an available direction. When your astral self has left your body type EXAMINE ME, and on return to your body you will be in a location with every object in the game. Take everything, and cast BOM at the picture to return to Stonehenge and continue."

ADVENTURE FANZINES

Adventure gaming as a pastime, has grown enormously over the past couple of years. The growth in popularity of Adventure has seen the launch of a number of clubs and Fanzines devoted to the subject. Here is a rundown of the ones I have come across. All of them include reviews of games from newish to middling, readers' letters, and a helpline with clues and contacts for further help.

ORCSBANE is run by **Nick Walkland**, and going from strength to strength since it was launched last year. The 'zine is strong on artwork, and has some amusing cartoons. The whole thing is put together with a humorous and slightly irreverent style, to fill about 40 A5 pages in photo-reduced type. Nicely finished off with a coloured outer





cover, the whole stapled through the middle. About bi-monthly, **Orcsbane** costs 50p, and is available from Nick Walkland, 84 Kendal Road, Sheffield, S6 4QH. **THE ADVENTURER'S CLUB LTD.**, is a fully-fledged club catering for Adventure enthusiasts, and produces a bi-monthly **DOSSIER.** Packed with reviews, solutions, hints, helpline, and news. Consisting of 40 corner-pinned A5 pages, it is somewhat difficult to get around. Pete Austin is President of the club who comes up in print in each issue. The **Dossier** also has a buy, sell and swap section, a series on writing your own adventure in Basic and a Master Adventurer's Competition. The trouble with this is, I have reckoned you would need at least three computers, (including one with a drive) to have been able to play all the games in the quiz.

Club membership offers a phone-in helpline, and runs out at £10.95 a year; details from Henry Mueller, Adventurers Club Ltd., 64c Menelik Road, London NW2 3RH.

New on the fanzine scene is **ADVENTURE PROBE** written by **Pat Winstanley** and **Sandra Sharkey.** The reason for starting the 'zine, claim the two ladies responsible, is that no Adventure sections in magazines, nor pure adventure magazines contain specifically what they want. What exactly that IS, they do not mention, so perhaps it can be gleaned from the eight A4 pages of the first issue.

A series of cryptic clues a la C+VG, precedes a help wanted section, making up one page. Best part of another page is given over to serialised solutions to a number of games. Rather than playing hints, however, these are of the W, W, OPEN DOOR, DROP BRICK, variety. As well as reviews, a variety of features fill the remaining pages, including an adventure exchange section and a questionnaire. Interestingly, a play-testing and commercial appraisal service is offered for budding adventure authors, and one wonders what experience and know-how backs this offer

Adventure Probe is printed single sided direct from a printer, but no doubt that will be changed if the venture takes off. Costing £1, it is available from 13 Hollington Way, Wigan, WN3 6LS.

Not to leave our Commonwealth cousins out, **ADVENTURE NEWS** is a Commodore 64 newsletter from **Stuart Elflett** in Australia. Xeroxed on foolscap paper, it has a very clubby atmosphere, with a chat session, helpline, and concentrates on longer, in-depth reviews of the bigger games, like **Fahrenheit 451**, and **Lord Of The Rings.** Resident Infocom reviewer **Jamie Osborne** covers a Infocom game in depth in each issue. Australian readers interested in subscribing, should contact Stuart Elflett, M.S.F.550, Toogoolawah, Queensland 4313.

Finally, **TIME TRAVELLER** is the official journal of **Adventurers Anonymous.** Maps combined with playing tips are a feature of **Time Traveller**, and **Worm In Paradise** comes in for the treatment in the first issue. **Time Traveller** is written by **Richard Gibson** and **Gavin Day**, Rivendale, Nethergate Street, Bungay, Suffolk NR35 1HE.

CLUES

ZIM SALA BIM
For help with the treasure chest, help the beggar!

ROBIN OF SHERWOOD
To get to Nottingham, go there when you can see it! It takes a thief to open a chest.

ZZZZ
If the crocodile stands in your way, stand on him!

PUB QUEST
Use the smoke canister on the rats. A slab aimed at a field will help with a tramp.

LORD OF THE RINGS
To get the scroll: Tom "Follow me", N,W,W,N,NW,SW,W,W,S,SW,S,E,NE, SW,W,W,N,W,S.

RING OF POWER
Use the bottle in the Room of Colossus, with water from the Wet Cellar, to water the bean. (The keys from the lift room open the door in the Room of Polemic Speech.)

CATACOMBS
Sing and invite Hell to join you, to cheer him up.

SPELLBREAKER
The ogre has hay fever. Perhaps you can make pollen count. . .

KENTILLA
To stay alive in the swamp, carry a dead Quare at all times!

SEE KA OF ASSIAH
Press the staff stud, and throw it at the Guardian!

MORDON'S QUEST
Dial 1611 in the time machine for a password. Trying harder, or trying harder to convince, gives the droid's password.

SINBAD AND THE GOLDEN SHIP
Use the bar of the cage to kill the wizard.

QUEST FOR THE HOLY GRAIL
Type it thus: GIVE KNIGHT SHRUBBERY.

ULTIMA IV
Search for runes and mantras in each town. There are eight towns. Four villages, Four castles, and eight dungeons.

BALLYHOO
Helium gives you a little voice.

THE PAWN
Don't be stumped for light after helping the guru — mix 'em!

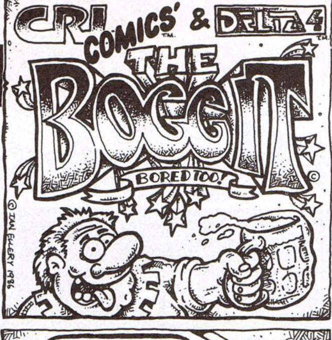
SAVING BUGS. . .

In the BBC version of **Bored Of The Rings**, the pepper is on Featherwop as normal, writes Matthew Phillips of Huddersfield in reply to an earlier plea. But BBC **Bored** is bugging him a bit. Objects disappear when he saves a game, and he cannot restart after dying in part two. Has anyone else suffered from this problem?

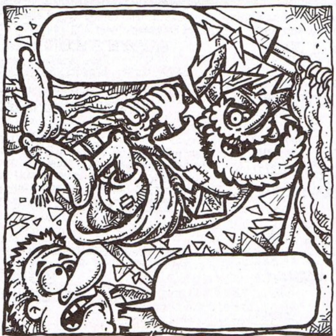
Here is a warning about **Kentilla. Antonio Peluso** has discovered that the Save and Load routines on the Commodore version do not work, and CRASH the game. Very appropriate! (Sorry Derek!) Having changed his Mastertronic tape three times, he has come to the conclusion this is a bug, and not a poor tape.

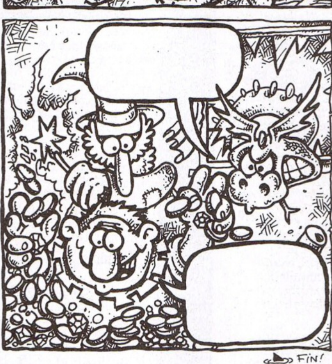
ADVENTURE CLUES

Thanks for the help this month to: Antonio Peluso, Forest Gate; George McGluckin, Glasgow; LCPL Sweeney, BFPO; John Manifold, Ulceby; Mark Watson, Lancaster; Nick Carter, Southampton; Alleyn Conway, Co Offaly; Gregory Quinn, Portadown; Mandy Rodrigues, Llandudno; Carl Young, Nottingham; Paul Exley, Bury; David Moore, Portishead; Daveid Stinson, Smethwick.









What's this, then? Bimbo Faggins has been struck dumb. All his speech bubbles are blank. Somebody took the words right out of his mouth.

Never mind, we're giving you the chance to make sure the hero of Delta 4's new spoof adventure, *The Boggit*, has something to say for himself.



And if we like what he has to say, you could find yourself the proud owner of an Amstrad Midi hi-fi system. Yes, that's the prize in the seemingly endless competitions to be found inside the packed pages of your favourite mag.

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FERGUS McNEILL—ADVENTURE'S NEW STAR

Despite the popular image of computer games authors as teenage whizz-kids, this is not generally true. There are always exceptions to a rule, and at 17, Fergus McNeill has already made a name for himself, in satirising popular serious adventures, such as *The Hobbit*. KEITH CAMPBELL went along to find out where he is going to strike next!




● Fergus McNeill

Room 101, The Sheiling, read the address on the headed notepaper. I searched for some sort of building that could house a hundred or so rooms. Perhaps a row of shops, with offices above, I thought?

Swanmore, Hampshire is a small village off the beaten track. Could there be a giant office block here?

Weary of SAYing TO VILLAGER "WHERE IS THE SHEILING" I called in at the Post Office. "Down there on the left — the little bungalow just past the Haberdasher's shop," said the helpful lady behind the grille.

Another of Fregus' spoofs! Room 101, the HQ of **Delta 4** software, was — you've guessed it — Fergus' bedroom. Mind you, it IS an unusual bedroom! Not so much wardrobe and chest of drawers, as monitors, microdrives, keyboards and recording equipment. The walls are colourfully adorned with posters and trophies, including a C+VG Joystick certificate.

Fergus' career in Adventure began in 1984, when he wrote a couple of programs in Basic. He wasn't at all happy with them, but things started to change when he tried out *The Quill*. He wrote three games using *Quill*, under the title *Dragonstar Trilogy*, and took them along to show Tony Bridge at a Micro Fair. To his joy, five people actually bought a copy, and encouraged, he went on to write *Quest for the Holy Joystick*.

All this was a far cry from the 15,000–20,000 people who, a year later, were to buy *Bored of the Rings*.

A year ago, Fergus was attending sixth form college, a tedious journey from his village. But his thoughts were elsewhere. In the knowledge that *Bored* was doing extremely well, Fergus believed he could make a success of writing more adventures and, in his own words, became a college drop-out.

From west to east, the dark trees of the Troleslaws thinned out onto the edge of Wilberland. A short way to the east, across the loud waters of the Brunette River, the pre-fabricated dwellings of Rivendull were clearly distinguishable.

Judith Child, who had been to school with Fergus, was helping him create these adventures. She too was becoming increasingly disenchanted with sixth form, not least because in the long gaps between lectures there was nowhere to go. Often she would get moved on by Security Guards, whilst sitting on a bench whiling away the time in a local shopping precinct.

Judith followed Fergus out of sixth form, and joined him in his promising new venture. They believe they can make a go of it, and have their eye on a small office premises, just up the road.

Part-time member of **Delta 4**, is Colin Buckett, currently following a B-Tec course in Computer Studies. He helps with conversions, particularly


● Judith Child

Commodore 64. Colin recalls his time at school in O level computer studies. His main objective was to make the teacher's life hell. On one occasion, he was carefully rearranging all the keys on a Beeb. "I had this big pile of square plastic bits," he grinned, "when I heard the teacher coming down the corridor. I managed to cover the computer with a mass of printout, just in time.

"Games playing was strictly forbidden, but of course, everyone did — that and pirating. Down the road is the biggest bunch of pirates in the country!"

Both Colin and Fergus agree





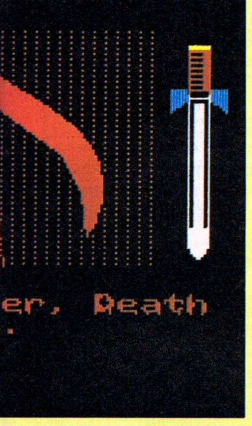


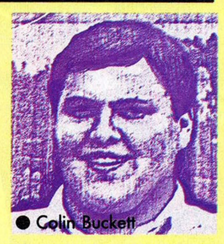
that O level computers was a dead loss. Fergus wanted to enter *Bored* as his project, but was told it wasn't permissible, being written using the *Quill*.

He subsequently discovered, reading the small print in the syllabus, that it was a perfectly legitimate entry, under the category of Applications Programs.

There is more to getting on the road to financial success than just creating the adventures. Judith acts in a secretarial capacity, as well as helping with the writing.

But her speciality is cutting out




● Colin Buckett

Fergus' bad jokes. "You mean the ones that are too naughty for public consumption?" I asked. "No, the ones that are just not funny!" she replied, and gave Fergus a tight-lipped look.

It makes sense for the people who create games, to pass on the worry of publishing them to someone specialised in their marketing and distribution. But there can be pitfalls here, as Fergus discovered to his cost.

"The biggest mistake in my life, was signing up with **Silversoft**," admits Fergus. By all accounts, the way in which the contract was signed sounds farcical.

There was, at the time, some sort of tie-up between **CRL** and **Silversoft**. Both had office accommodation in the same building. "There we were on the car park, with a shouting match going on between the two companies," Fergus remembers.

CRL finally advised signing with **Silversoft** — since disappeared, along with a number of **Delta 4** master tapes, and a good deal of royalty money.

"They paid us what they said they owed us, but we later discovered they had sold far more copies than thay had ever admitted," said Fergus.

Fergus is currently somewhat embarrassed by *Galaxias*, one of his early *Quilled* games, now featured on the *Fourmost Adventure* compilation. "Tony Bridge rang me and asked if I had a game to 'pad out a tape'," explained Fergus. "I mentioned *Galaxias*, but pointed out it wasn't very good. I assumed it was going to be for a small mail-order affair. Suddenly it's being hyped up and given rave reviews full of bullshit. It is really a completely NAFF game. And you can tell everyone I said so!"

FUTURE PROJECTS

What is in the pipeline to follow *Boggit*, the game Fergus and Judith have spent the last four months writing?

The Colour of Magic is a book by Terry Pratchett, said to be the next best thing since *Hitch Hiker's Guide*. Fergus is all set to start in on it, hoping it will be ready in time for the PCW Show.

Judith isn't too happy about this, she simply doesn't like the book at all, and argues with Fergus about its humour. "I just didn't find it funny!" she complained. Will she cut ALL the jokes out?!

Colour of Magic is set on a disc-shaped world, which rotates upon the back of a giant turtle, Great A'Tuin, who carries it through the interstellar gulf.

The two main directions in this strange world, are Rimwards and Hubwards, and at right angles to these, the traveller can move Turnwise or Widdershins.

There are eight seasons, eight days in a week, and eight colours in the spectrum, on the disc. In fact, the number eight has a special significance, and the eighth colour, Octarine, has special associations with music.

In *Colour of Magic* you will play the part of the failed wizard, Rincewind, who is given the task of accompanying Twoflower, a tourist from the Counterweight Continent. Twoflower's luggage is carried around in a very strange trunk, endowed with hundreds of little legs. It also has great teeth in its lid, which will snap shut on anyone trying to steal from within.

Colour of Magic will be published on the **Pirhana** label, by Macmillan.

Fergus and Judith have a few other ideas up their sleeves. Fergus is developing his own adventure system, partly in Basic, part machine code. He already has two titles lined up for this system. *Joystick 3*, and *Enchantress*.

Enchantress promises to be a serious adventure, and a new label, probably called **Abstract Concepts**, will be set up, to distinguish it from the spoofs for which **Delta 4** has become famous.

In *Enchantress*, you will play a woman, using brains rather than brawn, in a battle against other women.

With "real" graphics, the new system will have more text, Ram-save, music, contrast control for TV, and — a new idea in adventure programs — a note-pad facility. This will enable the player to make notes on his progress from the keyboard.

Meanwhile, **CRL** have plans to produce *Rocky Horror — The Adventure*, and Fergus will be writing the text on another new system. This will be a disk-only graphic adventure, and the graphics, as well as the system, will be produced by **CRL**. *Rocky Horror*, although being primarily produced for the US market, will be released in the UK.

I asked Fergus what had attracted him to adventure writing in the first place. "Adventure programs are easier to write than arcades," he claimed. But Fergus has a way with words, (if not with spelling) both on the screen and in conversation, that make it inconceivable that, having chosen the field of computer games, he could write anything but Adventures.

THE BOGGIT

- **Supplier:** Delta 4
- **Machines:** Spectrum 48K, Commodore 64, Amstrad
- **Price:** £7.95

Boggit is to *Hobbit* what *Very Big Cave* is to *Colossal Caves*, but even less respectable.

Starting off in your tunnel-like burrow, before you can get very far, Grandalf crashes in, straight through the closed window, and deposits a box of exploding chocolates at your feet.

Dealing with this problem is not too difficult, and before long you are on your way — if you can get a word in edgeways!

The action is frequently interrupted with screenfuls of humorous narrative, in which, among other things, you are asked to "Come on down!" and guess the value of one fourteenth of Thorny's treasure.

As well as the round green door in the tunnel, there is a round green toilet, and this is the first toilet I've come across in an adventure that can actually be used for the purpose for which it was made.

Scott Adams was responsible for two flushable toilets, one in *The Count*, the other in *Pyramid*. The latter manifested itself as a throne, on whch sat a formidable iron statue. Chain-pulling was necessary to find a hidden exit. Telarium's *Perry Mason*, and this month's *Beer Hunter* (see review) are among the more recent toilets to have featured in an adventure.

But here at last is the first functional toilet to accept a couple of plain English commands in four letters, beginning with an S or a C. From its murky depths it disgorges an ugly monster, to bite the unsuspecting adventurer in a most tender place before disappearing again with a gurgling sound!

Your journey, in the company of Thorny and Grandalf, takes you towards Rivendull, after a brush with some trolls who in real life, figured in some of Fergus McNeill's less happy business dealings.

A visit to Beorn's house offers up some marmalade sandwiches, whilst if you call in on Smelrond, you will probably catch him in the act. Looking up from a tall elf, he will generously give you a packed lunch, which may prove a whole lot more nutritious than Beorn's feast.

Eventually you find yourself in a Goblin's dungeon, complete with high window. If you are lucky, a little upper-level-dungeon cleaner robot will appear, and reveal a bluish trapdoor . . .

Boggit comes in three parts, and a tape save must be made to pass between them. Being given the option to move on does not necessarily mean you have the wherewithall to succeed in the next part. There is a RAM SAVE option which can be used locally in each part.

Graphics are pleasing and effective, neatly edged with a couple of swords rampant, and not forced upon the player at every location.

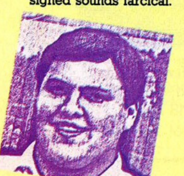
Boggit shows a surer touch, and greater confidence in approach, than its predecessor *Bored*. Some of the jokes are quite subtle, and the text has occasionally to be read a second time, to check whether it really means what you thought it meant, or if it is just your twisted mind at work!

As a bonus, there is a 'freebie' program included on the tape. *Sceptical II*, is a 200 page Ceefax lookalike, bringing you inside information on the **Delta 4** crowd.

If you've met them, I have, you'll realise that the names dropped are all real people. It gives you the lowdown on all the village scandal.

Keith Campbell

● **Vocabulary**	7
● **Atmosphere**	9
● **Personal**	9
● **Value**	9

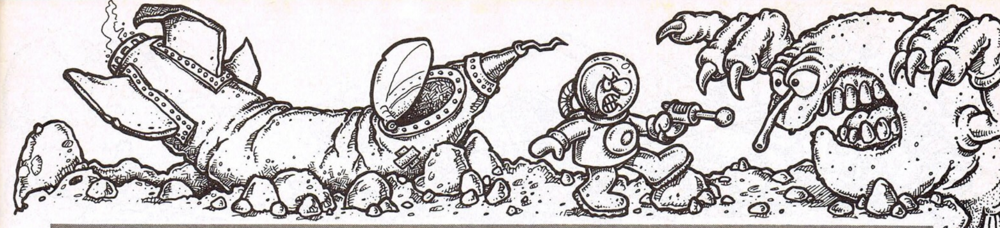








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REVIEWS/1

A MIND FOREVER VOYAGING

● **Supplier:** Infocom/Activision
● **Machines:** Atari ST, Amiga, Commodore 128
● **Price:** Various

Written in Infocom's Interactive Fiction Plus system, it should be noted that this game is not available for the full range of machines normally supported by Infocom. **AMFV** was the first production in this format, and preceded **Trinity**, reviewed the last issue.

Quite a different game from the usual type of adventure, even for Infocom, you play the part of PRISM, the world's first thinking computer. As such, you are not normally able to move around and do the sort of physical things usual in an adventure. But more of that later.

Set in 2031, with the world on the brink of chaos, USNA, the United States of North America is threatened with being turned into a giant police state. This is due to East/West missile defence systems being in balance — attention has been turned to miniaturisation of nuclear weapons into cigarette-pack sized devices which can be smuggled right into the heart of a city.

Crime and urban decay are rampant. Schools are violent, and ill-suited to education. So what's new? Sounds just like Thatcher's Britain.

But there is a Plan — the Plan for go visit, to record your assigned Renewed National Purpose, Senator Richard Ryder's pet project. It is pretty drastic. It must be tested for validity before it can be put into effect. And that's your job, as a computer!

Among other things, the plan calls for: Tax cuts of 50%; Deregulation of major industries; Termination of aid to nations not pro-USNA; Termination of government aid to outmoded industries; Emphasis of fundamental and traditional values in education; Mandatory conscription for troublemakers and criminals.

As PRISM, there are a number of different modes in which you can operate. Starting out in Communication Mode, by a simple code you can access any of the audio and visual sensor units installed in the building, including those at the office of Perelman, your 'boss'. Perelman it is who is conducting the experiment to test the Plan. A flavour of the kind of world of the day can be gained by accessing WNNF, World News Network Feed. The flow of non-stop sport scores, news, and advertisements is seemingly endless.

Library Mode realistically simulates access to a series of computer files. To read a file, you must first open the appropriate directory. The directory for PLAN, DATA, for example, contains files named PLAN.CRITICISMS, PLAN.POPULARITY, PLAN.ELEMENTS, and RYDER.SPEECHES.

The current file can be read, or the next on the list selected for reading. The library files contain a lot of background information, and much of the game consists of retrieving and absorbing information, rather than solving puzzles.

Interface Mode gives you the capability to control external devices. By this means you can reschedule the rush hour traffic period, shut down the heating and ventilation in the building, or change the janitor schedules.

Initially, at least, Simulation Mode is the most important, for one or your first tasks is to record some simulated real-life experiences, for analysis against the background of the validity of the plan.

Simulation operates in 'true' adventure mode, and whilst in simulation you are asked to record experiences such as: visiting a movie, attending a court in session, visiting your apartment, speaking to a church official, and so on.

The simulation takes place in Rockvil, South Dakota, and the tourist pamphlet-map of the town provided will help you find your way around. This does not give a detailed picture of the places you can visit, but is very handy for getting your bearings, and deciding the most likely areas to encounters.

Once your recordings have been analysed and found to be good, part one of the game ends and you enter part two.

Colour is an option on the PC, and if selected, comes up as a pale blue header band with black text, and a royal blue screen.

I also tried the diskette on a PC XT, but found that even though it was write-protected when installed on the AT, it would not run on the XT. I queried this with Alison Hale of Activision, but she was unable to throw any light on the problem.

A Mind Forever Voyaging comes in the standard Infocom packaging, with high quality glossy magazine-style instructions and background stapled into the box, the Rockvil plan, the security disk, and a genuine cheapo ball-point pen advertising Quad Mutual Insurance, as well as the disk and operating instructions for the appropriate computer.

It is an enormous game, with a vast amount of text, and gives you the distinct impression that with **AMFV**, your mind can, indeed, voyage forever.

Keith Campbell

● **Vocabulary**	10
● **Atmosphere**	9
● **Personal**	9
● **Value**	9

THE BEER HUNTER

● **Supplier:** Global Software
● **Machine:** Amstrad 464/664/6128; Spectrum 48K
● **Price:** £7.95

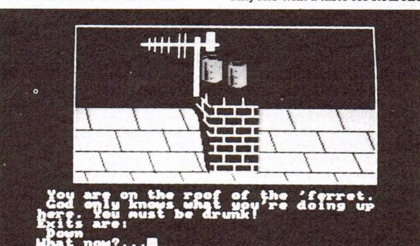
"An adventure for Amshtrad computersh" is the introduction to this light-hearted adventure, which lays no claims to be difficult or complex.

The party you are at is in imminent danger, (shock, horror) of running out of beer, and your job is to rescue the situation. Trouble is, the town is deadsville — not a pub around worth drinking at. All the decent ones have been turned into trendy wine-bars.

If you're really desperate for booze, you'll grab anything going, and some stale lager outside the pub is too good to leave, but dubious in hindsight.

Down in the cellar, however, there is only one barrel, and it's empty. Seems the landlord gets his beer as powder in a sachet, and merely mixes it with water!

Your travels in search of ale take you as low as the sewers, and as high as the rooftop of the Barbican. There are bars everywhere, but you don't seem to be able to get any beer . . .



Anyone with a taste for Real Ale will enjoy the humour in this game.

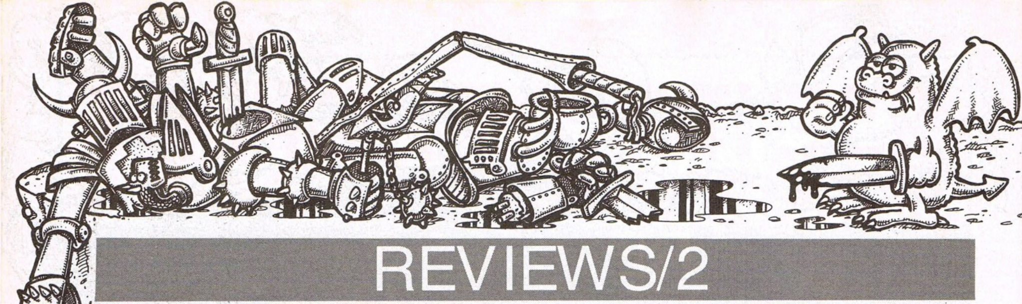
Plotted in the *Globe and Engine* over much Shepherd Neame Masterbrew (if a bit sleepy, a wonderful pint when well-kept) it was written using Incentive's **Graphic Adventure Creator**. Or at least, it claims to have been 'originally developed' on the GAC, whatever that might mean.

Although the parser accepts multiple commands and full sentences. I found the actual vocabulary a little lacking.

However, the overall impression is of a game that's fun to play, and not too difficult once you get used to operating the display system.

Keith Campbell

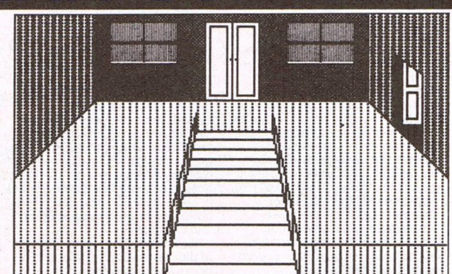
● **Vocabulary**	4
● **Atmosphere**	7
● **Personal**	6
● **Value**	7



REVIEWS/2

MAFIA CONTRACT II

● **Supplier:** Atlantis Software Ltd
● **Machine:** Spectrum 48K
● **Price:** £1.99



This is the sequel to **Mafia Contract**, in which your boss, Don Capolla, has been threatened by Vito Rossi's men. He has panicked, gone into hiding, and put out a contract on everyone he fears — including you.,

Your objective is to kill Capolla and Rossi, then go on to find documents about Capolla's gunmen, which will give you control of the city.

There is no time to lose, for even as you enter the game, Rossi's men are raiding Capolla's mansion, in which you sit at your office desk. Out of the room, down the corridor, and as you reach the top of the stairs. There they are in the lobby below, spraying you with bullets. No spare moves to experiment — get it right or die!

Out of the mansion then, and watch out for Rossi's men lurking in the bushes, waiting in ambush. Perhaps the armour-plated car? But the gates of the drive are shut.

Outside the grounds with no transport, beware! They'll pepper you with bullets in a bus, given half the chance!

The pace is fast in this cleverly constructed adventure, and many of the pitfalls are foreseeable. It's learning how to behave as a gangster, and making sure you have the equipment to do it, that provides the puzzles to back the excitement.

This is a graphic adventure, and the only thing that slows it down, are the full-screen pictures which precede some of the locations. In others, there are mini graphics, which display instantly. Just as effective as the full pictures, even these don't match the bold, cartoon-style BANG and CRASH screens, which appear from time to time, and strangely enough, add to the atmosphere rather than destroy it.

The anti-violence brigade will be best advised to avoid this one, but if you fancy a cracking good blood and guts adventure, you find this hard to beat.

At the ridiculous price of £1.99, it's a must!

If you don't see it in your local store, add 36p for *P&P* (43p for two games, free for three or more), and order direct from Atlantis Software Ltd., 19 Prebend Street, London, N1 8PF. **Keith Campbell**

● **Vocabulary**	7
● **Atmosphere**	9
● **Personal**	9
● **Value**	10

TREASURE TUNNELS

● **Supplier:** Plasma Touch
● **Machine:** Amstrad
● **Price:** £1.50 (inc P&P)

Treasure Tunnels, another offering using the Incentive **Graphic Adventure Creator** is as its name implies, a treasure gathering exercise.

As a variation on the theme, treasures are classified as Precious Metals, Jewels, and Antique items. You must deposit five of each category at its appropriate store locations and it's up to you to decide if an object is a treasure, and if so, in what category to place it.

You start off facing a large brick building. Your journey leads you underground, where there are a few treasures that give themselves up easily.

The problems get more difficult the further you go, and breaking into the last fifteen or so of the 50 locations in this game requires some hard thinking.

Shifting a dragon (yes it's been done before, but differently!), how to enter a bright area, and picking up hot items, are no easy problems.

For a change, although set undergound, the rocks themselves are luminous, so there is no need to carry around that tiresome lantern, and having to remember to turn it off whenever possible, to conserve the oil or battery.

There is no HELP command, but perhaps most disappointingly, the word SCORE is not recognised. A pity, as I always feel that horders of treasure, like misers, get a great deal of pleasure out of counting their assets from time to time.

This is a pleasant adventure, and can be recommended for beginners who are prepared to do a bit of hard thinking.

Not so the 'extra' adventure, **Experience**, which is on the back of the tape. This is altogether a different and slightly strange adventure, in which you find yourself stuck in an attic, with nowt but a magazine, Ninja sword, lead miniature, a bar of soap and a dressmaker's dummy. You're tired, but can't seem to sleep. Hmm . . . very strange, and not easy at all! I never even got out of the attic. But there is a prize for the person who comes up with the best interpretation of the game!

Keith Campbell

● **Vocabulary**	6
● **Atmosphere**	7
● **Personal**	7
● **Value**	7

THE ADVENTURE CREATOR

● **Supplier:** Incentive Software
● **Machine:** Spectrum 48K
● **Price:** £14.95

Incentive's excellent adventure creator utility, released originally for the Amstrad, has made its promised appearance on the Spectrum. A conversion of Sean Ellis's original program, by Brendan Kelly, this has the same easy editing facilities. (See review, **C+VG** ***January 1986.***)

The Spectrum, of course, is quite a different beast from the Amstrad, but within the constraints of the machine, this version faithfully reproduces the original.

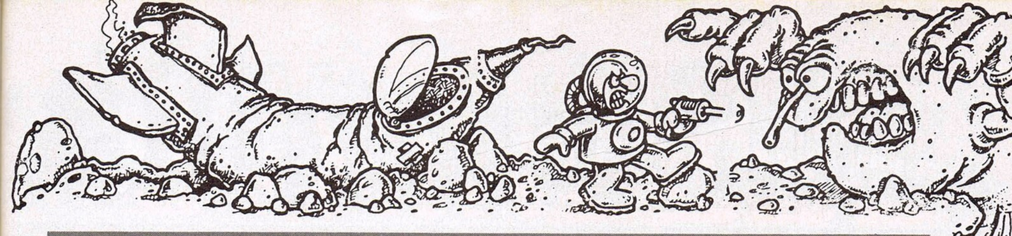
A graphic creator option is included, and uses a similar method to that of its predecessor. As before, the game can be play tested from within the program, and includes a debugging aid.

A Quickstart file can be loaded, which sets up common verbs, messages, and low priority conditions associated with them. Two demonstration adventures are recorded on the reverse of the tape, one of which can be used to practice editing.

Up to 9999 locations can be created, and filled with up to 255 objects. 255 is also the maximum limit for verbs, nouns, adverbs, and markers, whilst up to 127 counters holding a maximum value of 255 can be used.

The actual number and mix of each of these achievable in practice, is, of course, determined by the memory limit of the machine. Free memory is constantly monitored on the main menu, and powers up at 23194 bytes.

Commodore 64 owners have yet to see the release of their version, but it is well on its way.
Keith Campbell



REVIEWS/3

SPYTREK ADVENTURE

- **Supplier:** Americana Software/US Gold
- **Machines:** Amstrad, Spectrum 48K, Commodore 64; Commodore 16 (test only)
- **Price:** £2.99



A government agent, realising he was in danger, hid some secret plans somewhere in Europe just before he was killed. Your job is to find them and bring them back.

You start to find yourself in the most comfortable place in the car in which you are travelling. It's a hearse, and you are in the coffin! Dumped in a storeroom, you are left to your own devices to obtain the necessary equipment for your mission, including your passport, you've been taken to the airport.

You play the part of Mike Rodot, a spy. Had this game been published by Firebird, you would no doubt have been famous reporter Ed Lines. The author of this little piece is Peter Torrance, already known for **Subsunk** and **Seabase** Delta. Very much in the same throwaway style as its predecessors, the prompt asks: "What now them Mike? . . ." and often gives the same atmosphere-destroying reply: "Thanks, but no thanks!"

I have my suspicions that Ed was lined up for this job, and the program already written before the starring role was given to Mike. Indeed, if you try to buy a drink at the airport bar, the author slips with the reply: "I'm not thirsty, Ed!"

A graphic adventure, it has the annoying habit of redrawing the picture unnecessarily when only the location text needs to be changed. There is a rather illogical trigger command at the airport, in that you have to complete one action before something entirely unrelated can be achieved.

The vocabulary is claimed to be 'large' with a flexible parser, so that, for example, "Take the pill and swallow it" is understood. But there are parsers and parsers, and I found ALL in "Take all" to be treated as an unrecognised obect. "Take the wig and beard," appeared to be understood, but unfortunately only the first item ended up in my inventory.

Although quite enjoyable, it is too jokey to give the right atmosphere for its subject.

Keith Campbell

Vocabulary	6
Atmosphere	5
Personal	6
Value	8

CLOAK OF DEATH

- **Supplier:** Bug-Byte
- **Machine:** Atari
- **Price:** £2.99

Cloak of Death is no newcomer to the adventure scene, having first appeared some two years ago, released by Argus Press Software. Argus have bought up the now defunct Bug-Byte name, and use it for their budget games.

As this adventure begins, you find you've had just a little too much of that old falling down water from your local.

Why else should you have been dumb enough to make a bet that you would spend the night in a creepy old house? After all, it's only been empty for 30 years.

Strange things started happening, and I worried, but it was over the vocabulary rather than the house! I was facing a door that insisted of slamming shut when I walked through it, locking me in the cellar with no means of escape.

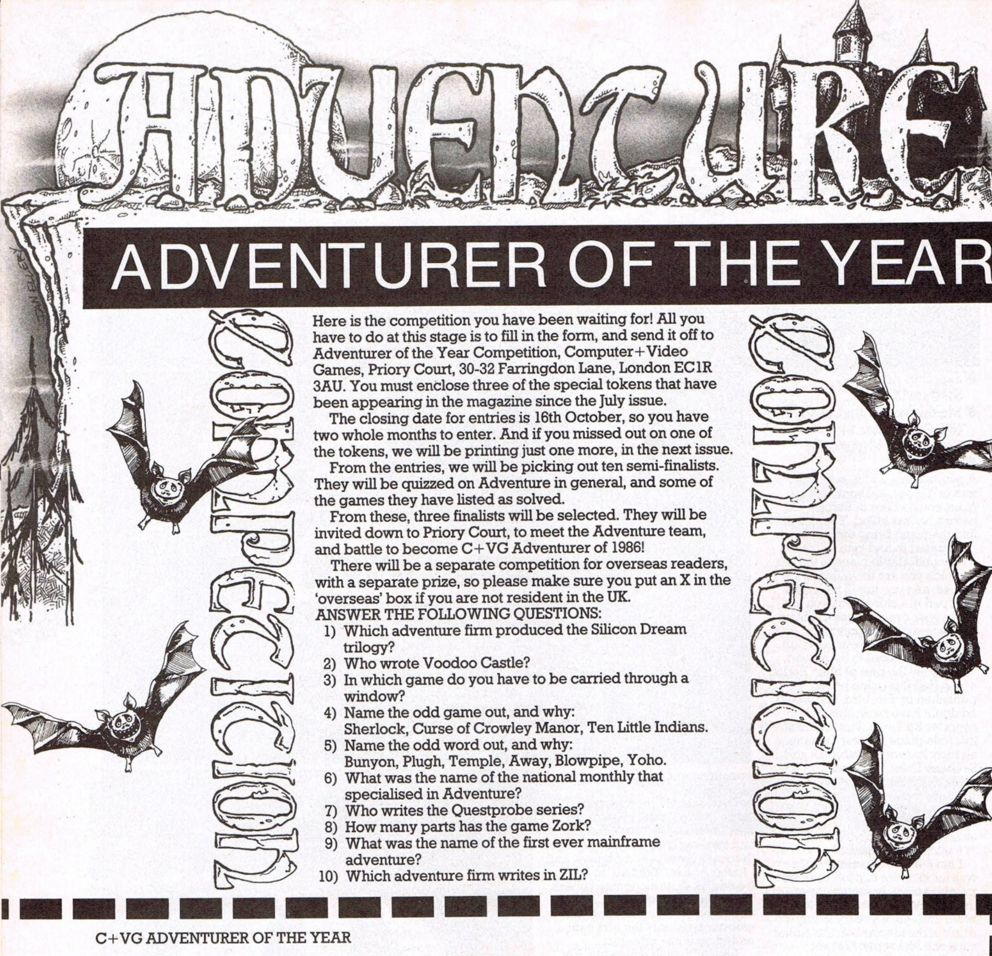
The obvious answer was to wedge it open with a suitable object, but after trying umpteen different verb/noun combinations and not getting very far, I decided to drop everything I was carrying and go in search of a bacon sandwhich.

Bingo! One of the objects I had dropped just happened to fall in the doorway — a strange way of doing things I am sure you will agree.

All things considered I found this adventure quite interesting to play. It has only 26 locations, but each is packed with some very sneaky puzzles, the answers to which may have a deeper meaning than you might, at first, realise.

Paul Coppins

Vocabulary	4
Atmosphere	7
Personal	5
Value	6



Here is the competition you have been waiting for! All you have to do at this stage is to fill in the form, and send it off to Adventurer of the Year Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You must enclose three of the special tokens that have been appearing in the magazine since the July issue.

The closing date for entries is 16th October, so you have two whole months to enter. And if you missed out on one of the tokens, we will be printing just one more, in the next issue.

From the entries, we will be picking out ten semi-finalists. They will be quizzed on Adventure in general, and some of the games they have listed as solved.

From these, three finalists will be selected. They will be invited down to Priory Court, to meet the Adventure team, and battle to become C+VG Adventurer of 1986!

There will be a separate competition for overseas readers, with a separate prize, so please make sure you put an X in the 'overseas' box if you are not resident in the UK.

ANSWER THE FOLLOWING QUESTIONS:

1) Which adventure firm produced the Silicon Dream trilogy?
2) Who wrote Voodoo Castle?
3) In which game do you have to be carried through a window?
4) Name the odd game out, and why: Sherlock, Curse of Crowley Manor, Ten Little Indians.
5) Name the odd word out, and why: Bunyon, Plugh, Temple, Away, Blowpipe, Yoho.
6) What was the name of the national monthly that specialised in Adventure?
7) Who writes the Questprobe series?
8) How many parts has the game Zork?
9) What was the name of the first ever mainframe adventure?
10) Which adventure firm writes in ZIL?

C+VG ADVENTURER OF THE YEAR

Name__________

Address__________

Age__________ Overseas Reader? (Put X in Box) ☐

List Adventures solved and the machine you played them on.

Name your favourite Adventure__________

Name THREE well known authors of Adventures__________

My answers are:

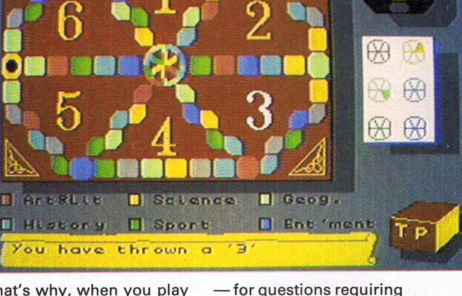
1__________
2__________
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4__________
5__________
6__________
7__________
8__________
9__________
10__________



EXCLUSIVE PREVIEW



Meet Professor TP. That's Tee Pee to you. He's going to be your master of ceremonies for the most addictive computer quiz you've ever encountered. And if you're good at picking up clues you've probably already guessed we're talking Trivial Pursuit here! The original board game took the entire world by storm — and now the computerised version is about to do it all over again.



Professor TP lives in a comfortable academic residence among the dreaming spires of Oxford, the centre of all knowledge. Which is quite appropriate for someone who can give you the answers to all the questions in Domark's computer version of **Trivial Pursuit.**

It was David Pringle, head of the ODE programming and development team, who discovered the Prof languishing among a pile of dusty old books in the Old Bodleian Library. The Prof's background in studies of tremendously obscure and totally irrelevant subjects qualified him perfectly for the **Trivial Pursuit** project. In



fact the Prof reckons that he's probably got a certificate which proves he is the proud owner of a degree in Trivial Pursuits from the university.

He jumped at the chance to help David Pringle and his team of programmers, and was even more delighted when they offered him a starring role in the finished product as a sort of eccentric quiz master.

So pleased was the Prof that he even offered his study as the location where the quiz takes place.

That's why, when you play the finished game, you'll find yourself in the Prof's study — surrounded by odd antiques collected by the Professor on his many adventures to dark continents.

Also in the Prof's study you'll see other items which make the computer version of Trivial Pursuit even more challenging than the original board game. There's an old slide projector which the quiz master uses to project



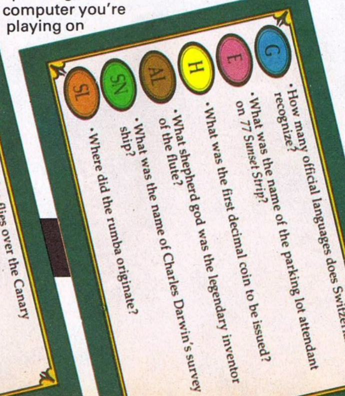
pictures for illustrated questions, and a piano or wind-up gramophone — depending on which computer you're playing on — for questions requiring musical knowledge. Sound and vision add a whole new dimension to the pursuit of excellence!

And you can even play the computer version on your own — which will enable you to put one over on people when you play the real thing. Just think of all the secret practice you'll be able to get in.

The game basically takes place on two screens — there's the familiar **Trivial Pursuit** board represented on one — while the actual questioning takes place in Prof TP's study. This is a graphic representation of his room in a splendid Oxford house. Prof will show you slides, play you music or simply ask you text questions as in the original version.

G E H AL SN SL

- What country's flag flies over the Canary Islands?
- Who portrayed Captain Bligh in the 1962 film *Mutiny on the Bounty*?
- What American actor and World War II airman had a $5,000 bounty put on his head by Hermann Goering?
- What painting movement was conceived by Pablo Picasso and Georges Braque?
- What two flavours make mocha?
- What cricketer has made the most Test match appearances?



On loading the game, players are presented with the menu screen to allow them to set parameters and select options for the next game. You select colours for counters and enter your names, the computer will refer to each player by name from that point.

Other options available include setting a time limit for answers and allowing wagers on questions. The time limit on answers can be set by the players from 5-300 seconds, counting begins when the question, including any aural or pictorial elements, has been presented in full.

If the time limit expires the answer is displayed but the player may still declare a correct answer, this is permitted so as to allow for last second answers.

The details for wagering have not been finalised but each player will be able to bet on himself or against an opponent answering a question correctly.

The other options on this screen are save/load, load another block of questions,



abandon game, turn on/off, game analysis on/off and quick set up.

The menu screen can be accessed at any time from the board screen and any of the options or parameters can be altered. This facility accommodates players who wish to leave the game or join a game in the middle of play.

When everyone is satisfied with the options selected, the *Board Screen* is displayed and play begins. Order of play is chosen by the computer.

The Board screen depicts the TP board with the current players position indicated.

Beside the board is an enlarged view of the players' counters showing any coloured segments gained. The subject categories and their corresponding colours are shown underneath the board.

Two text lines run along the bottom of the screen. The lower right area of the screen is reserved for the antics of Professor TP!

The Prof's first task is to assist the player in throwing the dice. The board is, naturally, divided into six segments, these normally have decorative pictures in them but for the purpose of dice throwing, the numbers 1-6 replace the pictures.

The exact manner in which TP operates varies from machine to machine, but options include firing an arrow to hit one of the numbers at random and pulling a lever to stop the numbers spinning.

When the dice has been thrown all the squares that can be reached by the player's counter will flash, the player then uses the joystick to select one of these squares and his counter is moved to it. At this point TP strolls off the board screen and accompanies the player to the question screen.

As we've already mentioned, the question screen shows a view of the study in Prof TP's Oxford residence. Various objects relevant to the question subject lie about the place and the Prof himself enters dressed in clothes appropriate to the question subject. He then asks the question, aided by his slide projector for pictorial questions and his piano or wind-up gramophone for questions involving music.



A grandfather clock in the corner will count down the time if the timing option has been selected. When the player has announced his answer to his fellow contenders he presses the joystick fire button to find if his answer is correct or incorrect.

Everyone returns to the board screen and the player has another turn, or play passes to the next player as appropriate.

At the end of the game Prof TP bestows a small award on the winner.

The one player mode contains extra features. Examples are enhanced timing facilities such as a time limit for the whole game and a points system based on number of questions answered correctly.

Once you've got the original computer game you'll be able to get hold of special additional question modules to keep the game fresh.

Domark's computer version promises to be as addictive and exciting as the original article.

Trivial Pursuit will be launched at the PCW Show in September on Spectrum, Commodore 64, Amstrad and the BBC at £14.95.

The story behind Trivial Pursuit is as amazing as the success of the board game. It was invented in just 45 minutes on a rainy night in Montreal, Canada.

The next day brothers Chris and John Haney and friend Scott Abbott sat down to get together the first 6,000 questions. Creating the concept was the easy part. Convincing people that it was a good idea was considerably more difficult. They suffered five years of rejections before Trivial Pursuit finally got off the ground with the help of friends and relatives. The first 20,000 boxes of the game were soon snapped up — and the trio were well on the way to fame and fortune.

Trivial Pursuit has now sold almost 70 million copies worldwide, three million of those in the UK alone. The game has been translated into many languages including Japanese, Chinese, Arabic and even Icelandic. A factory in East Anglia churns out over 100,000 copies a week to meet the worldwide demand.

The three creators are reckoned to be worth around 22 million dollars. A figure which is far from trivial!

● COMPETITION C+VG

QUESTIONABLE PURSUITS

Gold! Gold! There's gold in these here pages. And it's your chance to set off in hot pursuit of it in Domark's **Trivial Pursuit** Golden Challenge.

The top prize is a **Trivial Pursuit** board game with solid gold playing pieces. All the trays, segments, die will be made of gold. It will be the only set of its type and the insurance value is £10,000.

To stand a chance of winning you must compete in the great Computer+ Video Games Trivial Quiz. Other computer magazines are running similar competitions and the winners of these will meet in a Golden Final in London during December — which, say Domark, will be compared by someone really famous. (It won't be Tim Metcalfe C+VG's Big Ed, though).

The winner of the C+VG Quiz plus four runners up will receive a copy of the new Genus II Edition of the Trivial Pursuit Board Game.

Here's what you have to do. Below are printed ten questions in **Trivial Pursuit** style. All you have to do is answer them correctly. We also want you to make up your own **Trivial Pursuit** question. If it's good enough Domark may be able to use in a future data tape for its **Trivial Pursuits** computer game. Make sure you send the answer and the source.

My Trivial Pursuit question is: ____________________

____

____

Answer: ____________________

____

Where you found the question: ____________________

____

Name: ____________________

Address: ____________________

____

Age: ____________________

When you've answered the questions send them with the printed coupon to Trivial Pursuit Golden Challenge, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is September 16 and the editor's decision is final.

1) How long did the Hundred Years' War last?
   A. 116 years
   B. 50 years
   C. 100 years
2) Puffinus Puffinus is the zoological name of which seabird?
   A. Puffin
   B. Manx Shearwater
   C. Herring Gull
3) What was King George VI's first name?
   A. Fred
   B. Albert
   C. Charles
4) Panama hats come from which country?
   A. Ecuador
   B. Italy
   C. Panama
5) In what month and year was C+VG first published?
   A. Nov 1981
   B. April 1983
   C. January 1979
6) How many golf balls are there on the moon?
   A. Three
   B. None
   C. Ten
7) What is Desperate Dan's favourite food?
   A. Cow pie
   B. Mince pie
   C. Pie and mash
8) What is the longest river in the world?
   A. Yangtze, China
   B. Nile, Egypt
   C. Congo, Africa
9) How many editor's has C+VG had?
   A. One
   B. Two
   C. Five
10) Amelia Jenks Bloomer (1818-1894) wore and popularised which female garment?
   A. Stockings
   B. Bloomers
   C. Blouse



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It's a MUG's life on C+VG — Multi User Games, that is. Interactive modem-linked games are now becoming very popular. They can bring a whole new world of fantasy and adventure into your living room. Kyle Jones has been mugging up on MUGs . . .

THE A

Multi-User games are quite a recent phenomena, having only been commercially available for about 18 months. The first commercial MUG was the now famous Multi-User Dungeon, abbreviated to an affectionate MUD, which although written years ago, was for the first time put on a public network, Compunet, in Christmas '84.

Since then, MUD has flourished. The author, Richard Bartle, is now in the process of finishing MUD2 which is already up and running, and is constantly being improved. Even though I say being improved, it is perfectly acceptable, and is great to play. I look forward immensely to playing it again in a few months to see the developments.

A multi-user game is basically an adventure which more than one person can "occupy" and play at the same time. These players can interact by helping each other, or killing each other at the other extreme!

Some powerful players even go to the lengths of acquiring a private army, made up of low-ranking hapless mortals who don't know any better. Unfortunately, desertion rate is pretty high because of the risks involved.

After all, how would you as a low-level character like to take on a highly experienced Legend (one of the ranks in Mud-second only to wizard) armed with your bare hands! You'd probably last about a minute, if you're lucky.

Unlike even the most sophisticated single-user adventure, your opponents in a MUG are other, intelligent humans, and not some totally dumb Orc.

Having said this, there are the equivalent of non-player characters (NPC's for D&D players) known as mobiles. The strength of these mobiles is set by the program, and they range in type from Dragons to, in one game, a Roadrunner!

Mobiles are for the most totally thick. They will normally attack on sight, with varying degrees of skill and strength. Even a novice could kill a poor zombie, but only the more adept and powerful players could attempt the Dragon.

Communication within the game is very simple, and normally operates on three levels. Firstly, you can SHOUT a message, in which case all players in The Land will get the message unless they have a hearing problem possibly resulting from being magically deafened which will affect ALL forms of communication.

Secondly, you can SAY a message, and all players in the same room as you will hear it. Lastly, you can communicate on a one-to-one basis by typing the player's name and then the message. For example: Gandalf, meet me in the cottage entrance hall, OK?" To which Gandalf might reply: "belboz, OK-see you there in two minutes!"

It is this interactiveness that makes MUGs so enjoyable and addictive.

Players can kill each other, help each other, gang up, go on quests together, or simply have a good chat. You might ask someone for help, and they might demand an item of treasure in exchange for their information.

You hand over the treasure and splat, he kills you and runs off with his ill-gotten gains. Vendettas arising from actions like this can last for ages, and as a wizard it's quite funny to be able to sit back and watch all this happening around you.

The aim of most MUGs is to get to an ultimate rank, normally Wizard or its equivalent. Once achieved, you are power incarnate, with the ability to kill mere mortals with a casual flick of a finger.

In MUD, there is no higher achievable rank. I say achievable because there is in fact a higher rank — ArchWizard.

Archwizards are appointed by the game's creators to oversee the game and its wizards, and even wizards must obey them or be FODded (Finger Of Death).

Even though Wizards have the power to kill people out of hand, and in some games create their own rooms, monsters, puzzles, and treasure, they are expected to behave responsibly.

Though they have incredible power, they are also the game's servants, making sure that problems or queries a player has are answered, and disputes are settled. Of course, even Wizards feel the urge to be mischievous sometimes, so don't be surprised if you suddenly find yourself surrounded by zombies, or being strangled slowly by a telephone lead. . .

Your character, to get to this ultimate position of power and authority, must undergo severe testing on the battlefield known as The Land.

In your quest for points, you will doubtlessly be killed many times. The first time you are killed in a fight, you are in shock for about a minute before it all sinks in. It's amazing how emotionally attached you become to your alter-ego within the game.

There is a lot of confusion among non-MUG players as to what exactly happens when you SAVE, as you would in a normal adventure. This is rather complicated to explain, as it varies so much from MUG to MUG. In the original MUD, when you saved, your attributes (eg stamina) and your score are saved. Your possessions are not.

Every few hours or so, the game is 'reset' and all objects, mobiles, and puzzles are returned to their starting states which may be random.

As points are scored by collecting treasure and dropping it in the swamp where they cannot be reached again, these treasures must be returned to the game. The same thing happens to weapons. Effectively, it is like switching off the computer and reloading.

In other games, you can buy weapons and armour which you can keep even after a reset, and in GODS, you even have your own hotel room, with personalised descriptions.

As you rise in rank, so you are given another room, until you end up with a suite! GODS also differs from other MUGs because once you have reached the ultimate rank of, yes, thats right, a GOD, you may only remain one if you are very careful!

Once a God, you are given a temple. To remain a God, you must have a lot of magical points which can only be obtained by getting mortals to offer their treasures to you.

When they do this, you as a God are given half of the value, and the mortal the other half. To encourage players to offer treasures to your temple, you have to somehow entice them. This can be done in a number of ways, some of which again make Gods stand out from other MUGs.

Say, for example, that you have stolen a highly valuable object from a fellow player. Naturally enough, he's be rather peeved and would probably come after you with a vengeance to try to kill you.

RT OF MUGGING

You could strike a bargain with one of the Gods and say that in exchange for offering treasure in his temple, he must enable you to kill of your pursuer.

He could do this by leaving a "spell package" in your hotel room, so that next time you logged into the game, you could activate the package and assuming that he is playing the game, kill him! This method raises some rather important questions.

Wizards are supposed to be incorruptable beings who do not give away treasure or give away excessive help. In GODS, you are virtually forced to do the opposite in order to survive as a God. As this feature of spell packages has not yet been implemented, I cannot say what will result, but it will certainly be interesting to watch!

Unfortunately, GODS is not run on a large system, and can therefore only support a very limited number of users. MUD on the other hand can easily support over 30, although the game does tend to get a little crowded then.

Those of you in the know out there may scoff and laugh when I say this, but MUD2 has now repaired its faulty sails and is running at almost full speed.

MUD2 had notorious speed problems a while back, but the problem was finally tracked down, and the debugging literally took about ten minutes.

Now commands are acted upon in seconds, and Simon Dally, boss of MUSE Ltd who are writing the game, says that further speed increases are imminent.

Hopefully in a few months time, MUD2 will have changed beyond recognition into the world's foremost multi-user game.

Realising the success and potential of MUD, the American network, Comp-U-Serve, which runs on approximately 60 mainframes will shortly be opening MUD, licensed to them from USE.

IMAGE, which stands for Interactive Multi-User Adventure Game Environment, is another game that is quickly gaining new members.

As in MUD, the aim is to get to Wizard.

However, in IMAGE when you SAVE, you keep your weapon and armour, and when you re-enter the game you appear from where you left off, and not at the start as in MUD.

If you have laboured long hours to battle your way past hordes of evil beasties, then being able to quit and re-enter the game from where you left off is a blessing.

In this IMAGE retains some of the features of normal adventure games.

On the other hand, if you are trapped in a room with a Dragon, it would be nice to be able to quit and re-enter from a different location rather than face almost certain death by being scorched to a cinder by the whim of some uncaring beast. Still, it's all in the spirit of the game!

Wizards in IMAGE can also create their own rooms, and will in the future be able to add their own mobiles, puzzles, and treasuresto these.

If the module is good enough, it may even be added to the game. I have created a series of three rooms called Hell in mine. If I see a players doing something that I think is particularly nasty or evil, I summon him to Hell.

From here he must type "Zaphod I repent" to re-enter the game, otherwise he will be incarcerated forever!

These arenas as they are called can also be used as duelling grounds. Take two players, dump them in a simple maze with about 20 locations, and hide two weapons somewhere therein.

Then you let them battle it out to the finish, the victor being suitably rewarded, and the loser losing his life!

Never forget that a Wiz can help you, or hinder you, resurrect you or kill you at their whim, so it is best to stay in the wizzes' good books, because they generally keep a black-list of abusive, annoying and particularly violent players.

Micronet are also working on a MUG, developed from a game called Shades which is quite similar to MUD. Contact Mike Brown at Micronet on 01-278 3143.

WHAT YOU NEED

● If you want to play a multi-user game, you'll firstly need a modem that can handle 1200/75 baud. These can be picked up for about £70. Phone Modem House on 0392-213355 for details on modems and software.

You'll also need one of those 'in-phone' sockets that BT will rip you of for about £15 to install.

Charges ranges anywhere from 50p/hour to £2.00/hour depending which game you play, and how many credits you buy.

CONTACTS

● Contact MUSE on 01-608 1173 for information on MUD2. Contact Compunet on 01-965 8866 for details on Compunet MUD, and contact Paul Chappell at Viewdata Systems on 0935-22221 for details on IMAGE. GODS does not have a contact phone number. You can play Mud on a demo a/c if you have a 300/300 baud or a 1200/75 baud modem on 01-997 9433 and 01-998 8899 respectively. The I.D. is MUDGAMES, the password PROSPECT.

INTRIGUE IN SPACE

There's a bitter and bloody revolution going on. Intrigue, plots, counter-plots, double-dealing, murder and mayhem.

If you're not involved in the revolution, it's because you're not caught up in Micronet 800's Starnet.

To describe Starnet as just a computer controlled galactic warfare game would be less than adequate. The computer is not the enemy. You play against other people — around 600 of them at the moment — who are hell-bent on domination, exploitation or just plain survival.

The power plays range and rage over a galaxy which has been divided into 343 sectors, forming a 7×7×7 cube. Each of these sectors contains nine stars. That gives a total of 3,087 suns in all.

To play, you have to be a subscriber to Micronet 800, the Prestel-based communication, information and telesoftware network. To enrole for Starnet costs another 99 pence and each move costs 25 pence.

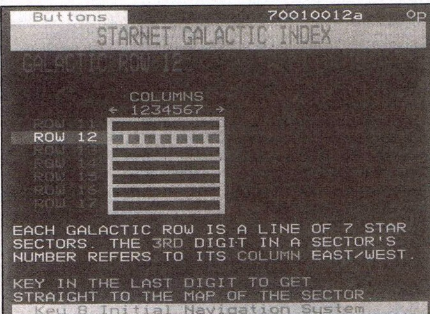
You are then stationed in a particular star sector under your Star Captain code name which identifies you and your ships for the duration of your survival.

At the start you have one command ship and a number of ordinary ships. Lose the command ship and the game is over.

Each sector has a map giving the name, type and position of each star. The map's "b" frame has details of who owns the star, their starships, their wealth and battle record.

From now on how you decided to act or move is up to you.

The ships move directly from star to star. They can't stop in the intervening empty space. Travel to a friendly star and you will automatically take part in its defence if it's attacked. Travel to an enemy star, you will automatically attack it.



Battles at a star are always decisive. The Starnet computer takes many factors into account when calculating the result.

Money is very important. Galactic Stellars are acquired by taxing conquered stars and through investment at a Trade Star.

Your objective is to build up enough power and influence to sieze the Imperial Throne ship and become Emperor.

Once you are Emperor and in control of the Imperial Fleet you must keep that power as long as you can! . . .

The longer your reign, the more famous an Emperor you will be and all your moves will be free of charge.

The Throne Ship continually tours the galaxy, collecting taxes and gathering ships for the Imperial Fleet which accompanies it.

The Galactic News page carries leaked details of the strength of the Imperial Fleet and which sector it will be visiting next! . . .

At the beginning of the game, when there was no Emperor, the Imperial Computers will decide the course of the Imperial Fleet.

When — or rather if — you are Emperor you will have to specify which star and sector you are travelling to with your Throne Ship two turns in advance.

That, basically, is the game. It does, however, provide a vast scope for various strategies, form or break alliances, cheat or plunder. But it could come down simply to this: terminate or be terminated!

Starnet was originally designed by Mike Singleton, the man who bought you the Lords of Midnight and Doomdark's Revenge. But it proved too complicated to administer and was taken off the Micronet database. But the software was then re-written for the *BBC* by Micronet member Lawrence Kirby and Starnet was soon back up and running.

Micronet's Technical director Mike Brown says: "The central computer acts as a moderator, or croupier, but Starnet really exists out there — on the network. It's all done via Mailbox and Starnet Chatline and this is where alliances are forged.

"All of it is intrigue, plotting, lies, fighting and blood — all plotted by the Star Captains themselves. It's a continuous game. If you get killed — which is likely to begin with — you cease to exist in their game. But you can re-register again the next day."

The players are drawn from a wide spectrum of people — from the murderous to the friendly.

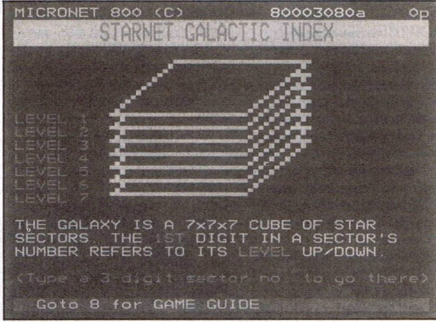
The current Emperor has the code name Jemal. He's a general practitioner from south London.

But whether he's still in control by the time you read this is unknown.

How would you lke to try your hand at survival in the rough, tough, cut-throat world of Starnet? Interested?.

What we want you to do is come up with an idea for a new interactive game which could be run on Micronet.

The person who comes up with the best idea will get a year's free subscription to Micronet plus free registration to Starnet and 50 free moves.



And if the idea is taken up and used on Micronet you could be onto a nice little earner . . .

Send your idea together with the printed coupon to Starnet Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date for the competition is September 16th.

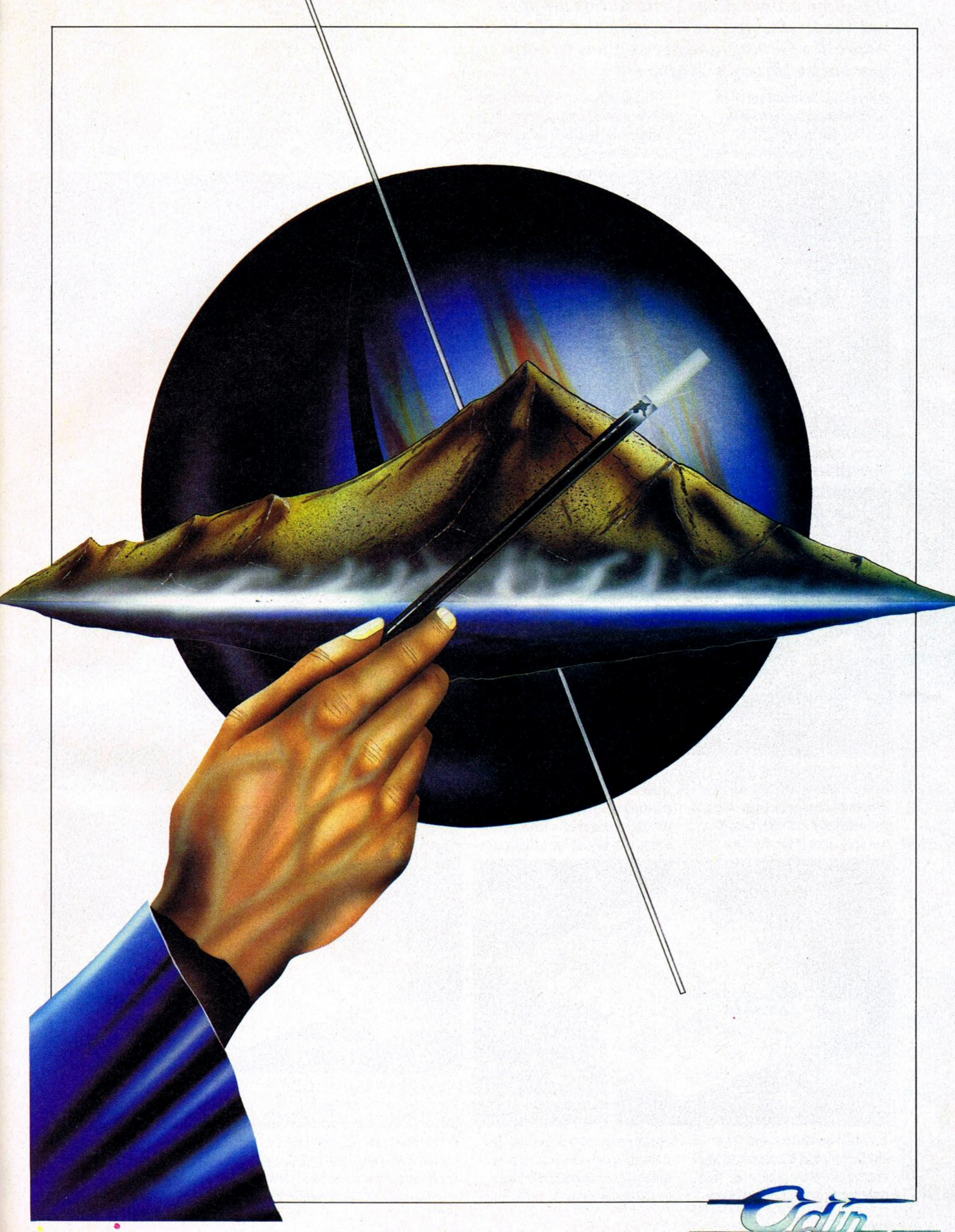
C+VG/Starnet Competition

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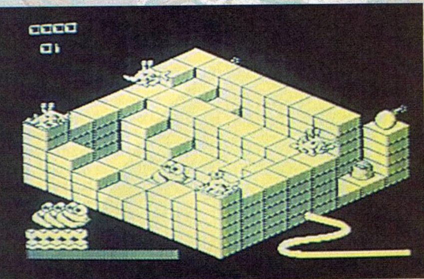
HEARTLAND



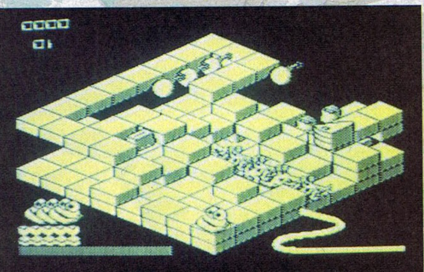
KI

Kirel is the cute little hero of the game of the same name. Ideas Central has mapped out the first nine screens, with the help of Addictive Games, and given clues to help you battle through. Enjoy it!

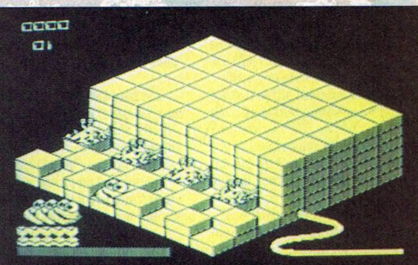
- Screens 1, 2, 3 and 4 are all in teach mode, so the secret is to practice, practice, practice.
- Throughout the 71 screens you will come across invisible walls and Sub-terraneous transporters — these go under the pyramids to the floor and ultimately to the exit.



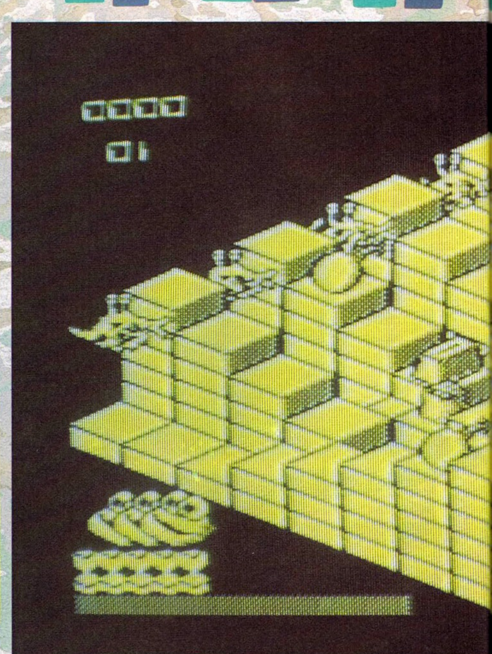
Screen 1: You only have to collect the bomb then head for the square at the back which is flashing. This will lead you through to screen two.

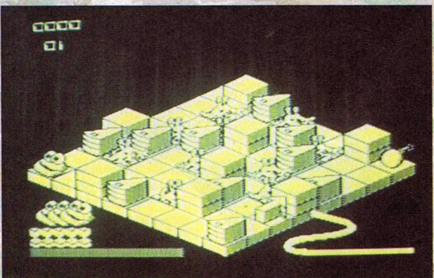


Screen 2: You will see a row of bombs at the back right hand side. Run along this line, keeping the joystick in the same position. You will drop down to the next line. Collect the last bomb, but watch out, as Kirel can fall down here and get stuck. When you have the bomb run back along the back edge of the board, anti-clockwise to the exit.



Screen 3: Build steps with the blocks. This will enable you to reach the roof. Go diagonally across to the right hand corner, come back one square and remove it. You will fall through to the cube underneath, which if you land on it will break down the structure.

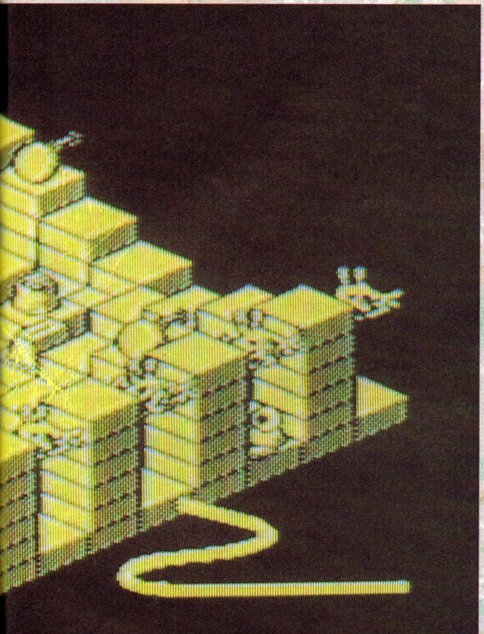




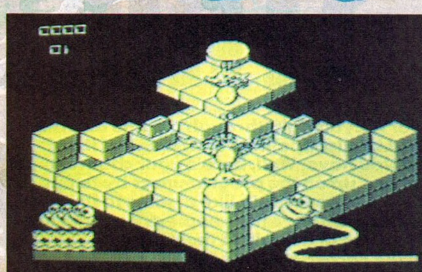
Screen 4: On this screen time is working against you. Use Kirel to jump onto the cake and use this to gain access to the block at the top-left hand side. Keep the top block. Go quickly to the bomb. Don't side-step and don't stop to collect anything else.

Take the shortest route and go back to the exit door at the bottom left-hand side. Climb on to the top of the block on top of the exit and remove this to activate the exit to screen five.

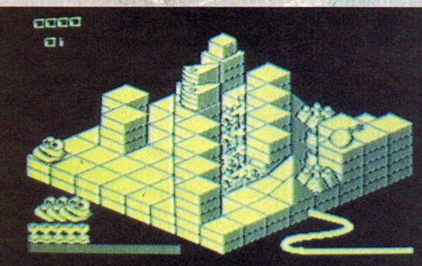
REL...



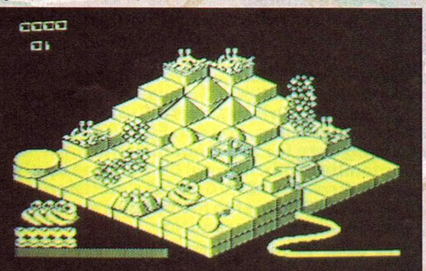
Screen 6: Out of the nine screens mapped here, this is the most important. Kirel must keep a block in hand at all times. Otherwise he will find it impossible to climb up to the bombs.



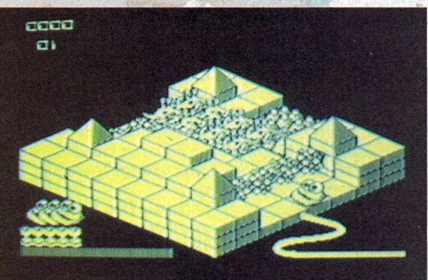
Screen 7: Take Kirel and gather single blocks to build a staircase up to the level of the first bomb. Move Kirel onto the circular transporter. Move over and defuse the bomb and then use the transporter to return to the staircase, you must then get back to the exit.



Screen 8: Rotate screen through 180° and use blocks to build a stairwell up to the level of the blocks. To build a bridge press "b" and then cross to reach the other bomb. Back track to the exit way.



Screen 5: On this screen Kirel must go and collect the bomb — quickly. Once he has collected the bomb, rotate the screen through 180 degrees. He must then collect the block and climb back down the steps. Move Kirel across to the exit steps and you will pass through to Screen 6.



Screen 9: Climb up and then go back down one block and this will help you gain access to the transporter which subsequently leads you from bomb to bomb. To reach the exit, climb on top of the collapsible block. And that's all the help we're giving. The rest is up to you!

C+VG COMPETITION

STRIKE FORCE

Ever played right through a game and been REALLY disappointed by the end of it all? Bet you have. Well, here's your chance to get one up on the programmers by telling them just how you'd like a game to finish.

Mikro-Gen are the people giving you the chance to fit a finale to their brand new *Strike Force* game. It's based on the crack Special Air Services regiment and their tough training. The aim of the game is to complete six special missions.

We want YOU to come up with the seventh and final mission.

● Mission One is the raid on the farmhouse. A terrorist group's training centre has been located in a remote farmhouse. There are woods and open fields surrounding the farm. It is believed that there are seven people in the farm. Your task is to take the farmhouse and secure the arms being held in this location.

● Mission Two is the research establishment. It has been infiltrated by a terrorist group who are demanding the release of fellow terrorists held by the military. There are 25 to 30 terrorists in the block. There are 15 hostages being held in the building. Your job is to secure the building and hostages and capture or destroy the terrorists.

● Mission Three is the oil tanker. It has been taken over by terrorists. The tanker is full of grade one oil, holding about two million gallons. Your task is to stop the terrorists carrying out their threat to blow up the tanker in the Panama Canal.

● Mission Four is the airport. Terrorists have managed to take control of the air traffic control tower at the world's fifth largest airport. The Strike Force have been called in to take back the control tower before any harm is done.

● Mission Five is the hospital. The President of Outer Mizzi has been injured during a civil uprising. The country is now under rebel rule. He is believed to be in a particular mountain hospital under guard. Before the uprising an agreement was made between the President and the Government of your country. This meant that he would take up exile in your country. You are going in to bring him back whatever the cost.

● Mission Six is the Embassy. A seige has being going on for 39 hours. Police have been trying to defuse the situation but the terrorists are determined. Shots have been heard but the terrorists say that all inside are safe. Demands have been made and deadlines are due to run out in just under nine hours. You have try and defuse the situation before things start getting nasty.

● The Final Mission is . . . all up to YOU! *Mikro-Gen* want you to design a scenario for the seventh and final mission.

Please give us as much information about the mission as possible. The location, how you see rooms, buildings, surrounding countryside, fitting into the mission you want the Strike Force to undertake.

Don't forget to tell us the strength of the enemy or terrorist forces you are up against and — if you like — the personalities of the terrorists involved. Are they mercenaries or freedom fighters?

You can either write everything down or provide us with a storyboard including the graphic details you think should be included.

The winning entry will have his or her scenario actually built in to the finished *Strike Force* game which will be on sale before Christmas.

The winner will get a replica of an AP 74 semi-automatic rifle and the two runners-up replicas of .44 Magnums.

Interested? Then rush your entry to Computer and Video Games, Strike Force Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is September 16th, normal C+VG rules apply, and Mikro-Gen/C+VG judges' decision is final. DON'T forget to include the entry coupon with your scenario.

C+VG/MIKRO GEN STRIKE FORCE COMPETITION

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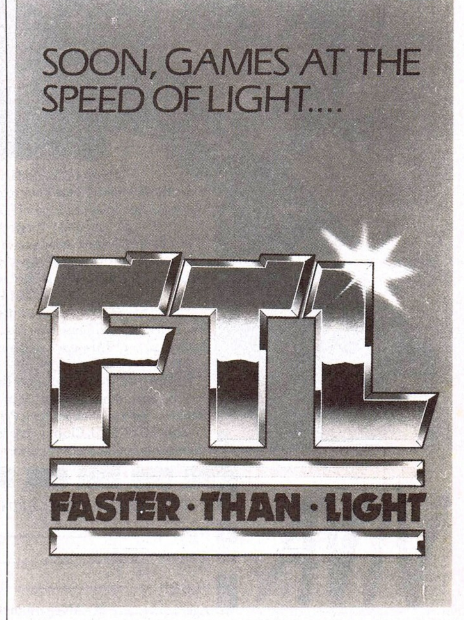
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Arcade Action gets into gear once more as C+VG's Clare Edgeley road tests Atari's latest racing game — *Super Sprint III*. She also reviews Atari's *Road Runner* — a game based on the famous T.V. cartoon.

● SPRINT III

Formula One, track racing, even stunt car bash 'em ups aren't a new innovation by any means. Some like *Pole Position* and *TX-I* are wonderful, others are no more than tin pot affairs, seemingly hastily put together — *Road Fighter* for instance. So when I went to see Atari's *Super Sprint III*, I didn't know what to expect.

It comes as a refreshing and pleasant surprise, and at the time of writing is the hottest game in the arcades. By that I mean it brings in lots of loot! Using the already successful multi-player feature pioneered in *Gauntlet*, *Super Sprint* takes from one to three players simultaneously, all in direct competition with each other. And, as usual, it doesn't matter when you join or leave the game.

There are eight tracks to choose from, ranging from a simple round-you-go-no-problems to the intricate and downright impossible. Take my advice and start on an easy one, it takes a while to get used to the very sensitive controls.

Unusually, for the better racing games — even though this doesn't pretend to be a souped-up simulation — the whole track is displayed on screen. It doesn't unfold in front of you as you whiz round. That necessarily means that the cars have to be quite small, but there's still plenty of room on the track for a free-for-all.

The speed at which you travel is alarming, though you needn't drive like a maniac with your foot flat on the accelerator. If you're not careful, you'll find yourself turning a full 360 degrees while negotiating a hairpin bend and lose the race to the competition. Four laps make up each race and they're a real test of skill.

But it's the way the tracks have been designed that makes this game really challenging. As you move onto harder tracks, hidden gates open and close giving access to short cuts if you're quick and agile enough, there are tunnels to drive through blind as the track doubles under itself — rather like a mini spaghetti junction, there are banked turns and even jump ramps.



And, of course, the usual hazards of oil slicks and traffic cones lurk round most corners. Avoid them. It's hairy stuff. And you don't stay at the same level either, each time you drive over a golden wrench your car gains just a little bit extra — super traction, higher speed, turbo acceleration, and it goes on until you have a vehicle which is probably so souped up that it is almost impossible to control!





Unlike other racing games, there's a higher crash tolerance, so you can bash into other cars and barriers without exploding on impact. It happens to the best of us at some point. If it does, the car will go up in a spectacular whoosh of flames. And to add a touch of the unreal, your new one is delivered by chopper.

Super Sprint III's got so much going for it. Fast and challenging, it'll keep you on your toes, and it's just as much fun playing against the computer as with two others.

Atari's come up trumps again.



● CLASH ROAD

Producing a bicycle racing game must really test the programmers' imaginations. I mean, there's not an awful lot you can do to make it exciting. The main ingredients are a bicycle, a rider and a road. Then perhaps some other cyclists to race against and a few obstacles.

And that less than inspiring description is Data East's *Clash-Road*, though thankfully the game is saved from disaster by some pretty graphics and one or two additional features. However, nobody wears the yellow jersey in this race — especially Data East.

The idea is to get as far down the road as possible ahead of your rivals without flying off the bike — an action which is spectacularly unreal. For the most part, the other cyclists are pretty harmless, though they're not above crowding you off the road. However, there are two or three thugs — all mohican haircut and huge chins — who are full of dirty tricks.

Their idea of sport is to steer you into the verge by throwing punches as they ride past. Nasty pieces of work. Luckily you can give back as good as you get, though you haven't much of a chance when it's one against two. Still, you can always accelerate or decelerate to avoid them. And of course you can jump. You'll need to, when you see the obstacles — sleeping







policemen, manholes, logs and chasms — all have to be negotiated.

To gain points you must steer into tortoises(!) which amble slowly across your path. And if you ride into the female jogger, she disappears and give you more points. Seems pretty pointless to me. Finally, there's the parrot. This flies down and lands on your head. I didn't stay alive long enough to find out whether that was a good or bad thing, but having played this daft game, it wouldn't surprise me if cycling round the countryside with a bird on your head was considered lucky.

There's not much more to say. The movement and background graphics are fairly smooth, and the game gets harder, with larger and more frequent obstacles as you cycle further down the track.

An average game.



● ROAD RUNNER

Road Runner, the fastest cartoon character in the west has just dashed into the arcades, and in hot pursuit, as always, is that old rascal Wile E Coyote. Can you save this brainless bird from the dinner plate?

Thanks to Atari who's licensed the whole caboodle from Warner Bros, you can now play the wingless wonder whenever you want. So on with the show.

Beep! Beep! Zzooom! Splat! That's roughly the way the game plays, at least with me at the controls. You, of course, play *Road Runner* with your partner or the computer controlling lil ol' Wile E. The idea is to outrun the coyote, eat all the birdseed, and try to trip him up in the traps he's set you.

Sounds simple? It isn't.

The graphics are wonderful, a little on the small side but faithful cartoon replicas. Even the music, that silly jingle which you can never remember at the end sequence, is the same as the cartoon clips.

So with a loud Beep! Beep! you're off. Zig-zag up and down running over the pile of birdseed and scoring points for each pile you pick up. Hang around for a second and you'll get grabbed by the scruff of the neck by the old villain himself, and apart from being dragged back a few



hundred feet, you lose a life as well. But that's not all folks. Miss five piles of seed and you lose a life anyway. So unfair . . .

And then there are the hazards — you won't know what's hit you half the time. Lorries scream past at suicidal speeds, cannon shot disguised as bird seed has a fatal attraction to the magnet-wielding coyote — and once the shot's inside your tum, I'm afraid you'll be left without a feather and stuffed into the bargain. Then there's the rocket which Wile E. rides as he zooms in for the kill — that's downright impossible to avoid; and to add to his deadly arsenal there's the skateboard, the scissors on a spring and a host of other equally feather-brained gadgets.

Up and down gullies, around hairpin bends to teeter at the cliff edges, crevices and obstacles to hop over, mines to dodge. *Road Runner's* full of whacky humour.

The best way to gain points and time is to trick the coyote into his own traps, and then watch as he goes up in smoke. Just like the cartoon, he's just recognisable by his shape, a charred and smoking semblance of his former self.

I think *Road Runner*, the cartoon is wonderful and Atari's done a great job on the conversion. The game's so like the original, you could almost be watching it on TV. Only this time, you're the bird brain.



EXTRA BITS

BY ROBERT SCHIFREEN

Hi there! Extra Bits is back with a round up of all that's new in the world of hardware and peripherals for your micro. If there's any type of add-on that you'd like reviewed here then drop me a line care of the magazine. Also, if you've spent your hard-earned cash on a product that you now think was a waste of money, use this page to tell the manufacturer just why you don't think much of what they're producing!

REAL SOFTWARE

The most unusual attraction at the recent Beeb show was a special printer ribbon that lets you design and produce your own iron-on transfers for t-shirts and other clothes.

It looks just like a normal Epson ribbon, but contains special ink. What you do is design a picture on your micro using, say, AMX Art, then print the design on a sheet of paper using the special ribbon.

Then, you put the printout on a T-shirt, handkerchief etc, and iron over it. The image gets transferred to the cloth, and it won't wash off.

The ribbon contains black ink and costs around ten pounds. If you want to produce colours, there are special pens available to colour in the transfer before you iron it onto the clothes.

Contact **Banbury Business Computers** on 0295 720812 for more details. Business computers? So that's what business people use their micros for!

C64 MUSIC EXPANSION

Walk into just about any computer or hi-fi shop at the moment and you'll usually find a crowd of budding musicians around **Commodore's** latest offering. **The Music Expansion System** is a full 61-note electronic keyboard which turns your 64 into a pretty sophisticated synthesizer. The software allows you to write, edit and save your own compositions, and play them back. The interface, software and keyboard costs £250 and an optional sound sampler is another £70. The sampler allows you to program the keyboard with any day-to-day sound. So, for example, you could record the dog barking and then compose a tune using the sound of barking dogs!

The whole system is very well made and sounds brilliant — just ask the person who kept trying to tear me away from it at the recent Commodore Show in London!

YOU READ IT HERE FIRST!

As I predicted in July's C+VG, **Commodore** have launched the 64C in America. This is a new version of the 64, and is expected in the UK soon. By saying "soon", Commodore mean that they don't want to bring in the new machine until they've cleared out stocks of the old one.

The new machine looks like a 128, with a stylish, sloping white case. The operating system used is called Geos which, like GEM, uses icons as on the Macintosh and Atari 520ST. Bundled software includes word processor, a drawing package and comms system, as well as a desktop with notepad, calculator and clock/calendar. There's no news yet on the 3.5 inch disk drives that were rumoured last time.



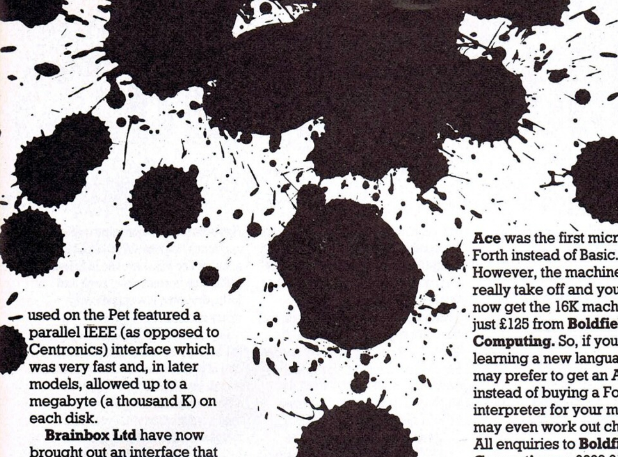
FREE WP FOR SPECTRUM

Saga's range of keyboards for the Spectrum has recently increased. The latest is the model 2001 which uses infra-red light beams to link it to the computer, instead of a wire. Just like the remote control on a TV. So, for £119, you can use your Spectrum without having to sit down at the table. If your neighbour has a 2001 keyboard as well, you could always try pointing your keyboard through his window and taking control of his computer!

Oh yes, and **Saga** are giving away a copy of **The Last Word** word processing program with the keyboard, which normally retails for around £15. **Saga** are on 04862 22977.

COMMODORE INTERFACE

If you're stuck with a **Commodore 1541** disk drive, you may think that Commodore's drives have always been slow. Actually, that's not the case. Early drives



used on the Pet featured a parallel IEEE (as opposed to Centronics) interface which was very fast and, in later models, allowed up to a megabyte (a thousand K) on each disk.

Brainbox Ltd have now brought out an interface that lets you use these old Pet drives with the 64 and 128 machines. So, if you have upgraded to a 64 or 128 from a Pet, and still have the old drive, then this may be what you're looking for.

The interface also allows you to link up to an IEEE printer, which some Commodore dealers may be trying to get rid of at the moment for pretty good prices.

The interface plugs into the cartridge port on a 64 or 128 and has a through-connector so that you can still use cartridges even if the interface is connected. It costs just under £70 and details can be had from Brainbox in Liverpool on 051 220 2500.

AMX MASTER MOUSE

The AMX Mouse is now available for the Beeb Master series computers. It costs £89.95 and includes a special ROM and AMX Art software. Pagemaker is an optional extra.

Mice are becoming fairly popular at the moment, and many software houses are adding the facility to their programs to allow you to use a mouse instead of the keyboard.

Your local dealer should be able to get a mouse for you. If not, call AMX on 0925 413501 and ask them where your nearest stockist is. They should also be able to supply you with an up-to-the-minute list of software that can be used with your electro-rodent.

BEAT YOUR NEIGHBOURS

If you want to get your own back on the neighbours, this may be just what you're looking for. **Cheetah** have launched a version of their Spectrum drum machine for the Amstrad. **AmDrum** costs £34.95 and will convert a CPC micro into a drum synthesizer. There are eight different synthesised sounds available with the unit. Different versions of the software, to provide more sounds, will be available on cassette soon.

The unit plugs into the micro and a lead links it to the back of your hi-fi or mixer. The software operates either in record mode, which allows you to compose, edit and then play a rhythm, or in real time mode which allows you to play live by tapping the keys on the keyboard.

AmDrum should be at your local dealer now, and also at **Boots** and **John Menzies.** So open the windows wide and start playing.

ACE NOT QUITE DEAD

If you want to learn Forth, it may be cheaper to buy a new micro than a Forth interpreter. Forth, you may remember, is a computer language that runs much faster than Basic but is a bit harder to learn. The **Jupiter Ace** was the first micro to use Forth instead of Basic. However, the machine didn't really take off and you can now get the 16K machine for just £125 from **Boldfield Computing.** So, if you fancy learning a new language, you may prefer to get an Ace instead of buying a Forth interpreter for your micro. It may even work out cheaper. All enquiries to **Boldfield Computing** on 0223 61175.

MORE FOR THE AMSTRAD

Remember all those interfaces from **DK 'Tronics** that plugged into each other on your Spectrum and made the machine about eight feet long? Well, they've now done the same with the Amstrad CPC machines.

Each of their interfaces and add-ons is in an identical plastic box which plugs into the machine or, if you already have one in the machine, into the interface.

If you have the complete range, you'll probably have difficulty finding a desk top big enough to put your computer on!

The list currently includes light pen, 64K expansion, speech synthesizer, Ram Disk and 256K expansion.

On display in a corner of DK Tronics stand at the recent Amstrad show was a £60 adaptor that converts your Amstrad colour monitor into a pretty good colour TV. Get all the gen on 0493 602926.

JOYSTICK ADAPTOR

If your trigger finger's getting a bit sore, here's news of an adaptor that converts any joystick into an auto-fire one. **Brittania Software's** Auto Fire adaptor costs £5.95 and, they say, works with any joystick and computer.

It contains a special program to find out how the computer reads the joystick, and then makes itself compatible. Nifty, eh?

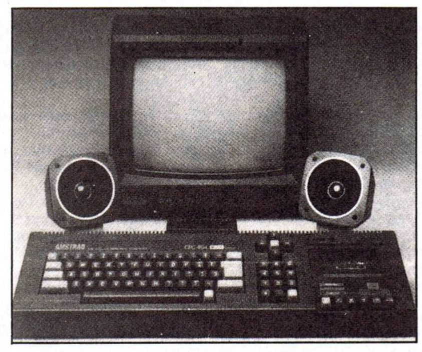
Ask your dealer for more info, or contact **Britannia** direct in Cardiff on 0222 481135.

SPEECH FROM SETANTA

Setanta claim that their Speech Synthesizer for the Amstrad CPC machines is the most powerful on the market. I heard it at the show recently, and it really was attracting quite a bit of attention. If you want to hear it for yourself, ask **Setanta** on 01 733 7014. Oh, and **Setanta** was a legendary hero in Irish mythology in case you wondered...

NEXT TIME

In the next gripping installment of Extra Bits, ALL the news about the major add-on launches planned for Christmas. And news of some Commodore-compatible monitors that are a fair bit cheaper than the official offerings.



GALAFORCE PREVIEW

After neglecting the BBC a little, we've found a game that looks set to be one of the hottest on the Beeb this year. Jim Douglas has the story. And it's all in colour too! What more could you ask?

The tortuous heat of the day was getting to me. Another red-hot story in the bag, I was relaxing, feet atop the only operational typewriter in the office. A memo landed on my desk. It was only paper, but it carried a lot of weight. It bore the gold seal of the Editor's Office.

I read it: "Douglas, it's time to check out the BBC World. We haven't covered it much. Get over to Leeds and see what those Superior people are up to."

And that's how it all happened. The following morning, I was sitting alongside my accomplice, C+VG Ad man "Chubby" Williams on a train pointing North.

Superior Software is now quite a large business, and is probably the only remaining BBC software house to have been in on the boom from the very start. Back in 1982, Richard Hanson (no connection with the adventure of the same name) set up the firm, armed with very little other than his degree in Computational Science. Now Richard is the Managing Director, and still bears the same loyalty to the BBC and Electron as his partners.

The company has grown up a lot since those days in the dim, distant past. Now they're putting the final touches to conversions from other companies. The main reason for my trip, though, was to see their new game, *GalaForce*, in action.

Exclusive Preview: GalaForce

- **Machine**: BBC/Electron
- **Supplier**: Superior Software
- **Price**: £7.95 / £11.95 (BBC disc)



Written by Kevin Edwards, the game seems to offer all the action and violence which BBC owners in particular seem to crave. When we visited, the program was nearly completed, and looked pretty damned impressive. *GalaForce* is in the classic mould of so many arcade games that have gone before it. This time, a computer conversion seems to have outstripped many of its predecessors.

Positioned in a small, single-seater space ship at the bottom of the screen, it's the old "you against a horde of alien killers" syndrome. The game draws on many arcade machines and BBC games too. The closest program to this is *Zalaga*, from Aardvark which, in turn, drew its inspiration from Galaga, the arcade game.

As soon as you appear on the screen, chances are you will be bombarded by a horde of nasty multi-coloured creatures, with very little on their miniscule minds, other than your destruction! You are granted three men to begin with, and these are supposed to last you through the sixteen waves of nasties. Fat chance. Even the extra man granted at 20,000 points won't do much to help unless you put in an awfully large amount of practice.

The graphics in the game are great. The aliens move at such speed, though, that it's hard to make out exactly what they look like!

When the BBC is programmed well, it can work wonders. Kevin Edwards has written some very clever stuff in the past, working on special loaders for cassette games and disc protection. This is his first games program that I have seen, though.

There are sixteen zones, each made up from a selection of differing aliens and attack waves. In the background, hundreds of little stars twinkle away and scroll down the screen. You are fortunate to be armed with a multi-firing cannon. You can play with either the keyboard or joystick and the explosions are animated, too.



Of course the game features all the usual features, such as flags to show how many screens you have completed, a high-score table and demo mode.

Aliens are well drawn and animated. There is hardly any flicker to be seen, and they hurtle around the screen at amazing speeds, bombing with relentless accuracy and frequency. A pleasant tune tootles away while the demo mode is in operation, and an inspiring chord is struck as you launch into the start of each new wave.

The presentation of the game is of a very high-standard. Some of the attack waves reminded me of *Astro-Blaster*, the amazing coin-up machine which could be found in just about every game arcade in Britain. Little blue horrors zoom back and forth, dropping lower and lower every second.

Green aliens arc around the top of the screen, trapping your man in a hail of gunfire, before diving down to smash you in a head-on collision. After every four waves, a Space-Invaders style layout will appear. This part is probably the toughest part of the game. Each alien takes about five shots to before exploding. They work their way down the screen with frightening reliability!

The program has been very tightly coded. It works in Mode 2. Now, if any of you have tried to write a game in Mode 2, you will understand quite how amazing this is. For a start, you've only got 12K left to work in!

A problem that we found when using the game on a TV instead of a monitor was that the screen tended to jump around quite a bit. This could have merely been owing to the rather battered state of our C+VG communal TV, but it's something to bear in mind. The last thing you need as you are approaching the end of a wave is the screen to lurch into black and white and start vertical scrolling!



A feature which will please all parents, concerned about the state of their BBC keyboard, is that you can simply hold the fire button down to produce a continuous stream of fire, instead of having to hammer away for hours on end.

GalaForce can hardly be described as the most brain-teasing game in the world, but then it isn't supposed to be. It's simple to get into, fast and fun to play. It'll be in the shops at the end of August.

- Graphics 8
- Sound 8
- Value 8
- Playability 9





CUSTOMISED COMPUTERS

Back in June we featured the work of Belgian artist Steinar Lund, the man who customises computers with weird and wonderful designs. We also offered you the chance to win a Spectrum Plus customised to your own design. Here's what happened.

The talented reader who will be getting a customised Spectrum is 14-year-old David Renwick, of Hornchurch in Essex.

His was the winning design picked by Steinar Lund out of a monster post bag.

Steiner says: "I have chosen David's design because the intense eyes in the face give a centre of focus to the painting and, as the face is partly obscured by the keyboard, a sense of mystery is added. This is accentuated by the light bursts and clouds emanating from behind the keys.

"So the design incorporates the keyboard layout without having to embellish it with painting, which is not desirable because the keys carry information and are in constant use."

Also printed here are a selection of other entries.

TIM MEWS

BARBRA DAWSON

CHRIS LAPERSONNE

LEO REINDERS

JAYESH GHEDIA

BANG

WHAT . . . Bang is the new weekly newspaper for Computer Kids, tying the software world of the monitor screen to the outside world of video, films and music. BANG will be aggressive, demanding, humerous, investigative, sympathetic, colourful and spontaneous and will become a focus for the best freelancers and personalities from the entire world of entertainment.

WHO . . . Specialist Retail Press — publishers of CTW — Britain's Top Trade Weekly.

WHEN . . . BANG will be launched amid the razamataz of the PCW Show at Olympia on Sept 3rd 1986.

WHERE . . . WH Smiths, Menzies, major news agents, news-stands, and corner shops nationwide.

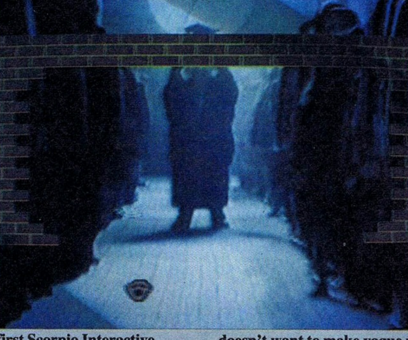
BUY BANG
EVERY WEDNESDAY
from Sept 3rd
— 40p cheap

WE CAN BE HEROES

Mel Croucher has always been at the forefront of computer entertainment. Ever since his first early tinkerings with a ZX81 Mel's productions have always been — to say the least — different. Now he's pointing the way forward again with an entirely new concept. Don't believe us? C+VG's editor Tim Metcalfe couldn't believe his eyes. . .

Ever wished you could play lead guitar with *Dire Straits,* dance along with Phil Collins, knock bricks out of The Wall with Pink Floyd or even play the hero in your favourite movie?

If you've got a computer, a video machine and Mel's little Black Box, your dreams could all come true. Sooner than you think. For the past couple of years Mel Croucher has been working to create the ultimate computer controlled entertainment. He wanted it to combine real video images with computer generated graphics and allow YOU to take part in events and adventures you never thought possible.



Now Mel's idea is a reality and gets its first public showing at the Personal Computer World Show in a month's time.

The first interactive video production from Mel's new company, called Scorpio Interactive, will combine music videos with computer generated games. The games themselves are simple but remember this is just a demonstration of the tremendous potential of Mel's Magic Box.

The musicians featured on the first Scorpio Interactive production are Dire Straits, Phil Collins, Pink Floyd, Godley and Creme, David Bowie and good old Elvis Presley.

In each of the six "games" you take part in something relating to what's going on in the video.

The title of these games will be See Me, Hear Me and Touch Me.

For example, in the Elvis track you have to stop him getting put behind bars as he sings the classic *Jailhouse Rock.* As David Bowie sings *Space Oddity* you have to help keep an orbiting astronaut alive by maintaining his life support system. While images from Pink Floyd's epic movie *The Wall* appear on screen you take part in a serious Breakout game — unless you want to become another *Brick in the Wall.* You help Harv and Sal stack microwaves and freezers as Dire Straits sing *Money for Nothing* and dance along with Phil Collins as he sings *Can't Hurry Love.* If you fail to keep up with old Phil a long music hall hook appears and yanks you off the "stage".

How does all this happen? Well it all comes down to the fact that you can combine video images and a computer program on one very ordinary video tape. You can use VHS, Beta or the new Video 8 format.

The difficult part is synchronising the computer bits with the video bits.

That's where Mel starts working his own particular brand of technical magic which, understandably, he doesn't really want people to know about just yet.

If you've seen Mel's early bit of computer magic, *Deus Ex Machina,* the first and so far only "game" to have a synchronised soundtrack, you'll remember the countdown technique which keeps the computer and video parts running in time with each other.

Mel has developed the interactive system on an MSX machine but by the time the first public showing comes around it should be working on the Spectrum, Commodore and Amstrad.

Mel won't say how much it will cost to get your hands on his magical black box or even when it will be available in the shops. His reluctance is because he doesn't want to make vague promises and then disappoint. All he would say is it should available some time in the New Year.

Mel won't say how much it will cost to get your hands on his magical black box or even when it will be available in the shops. His reluctance is because he doesn't want to make vague promises and then disappoint. All he would say is it should available some time in the New Year.

Scorpio Interactive has secured the rights to several major films which may get the treatment and there's the chance of a simultaneous release of a single/interactive video with a major band.

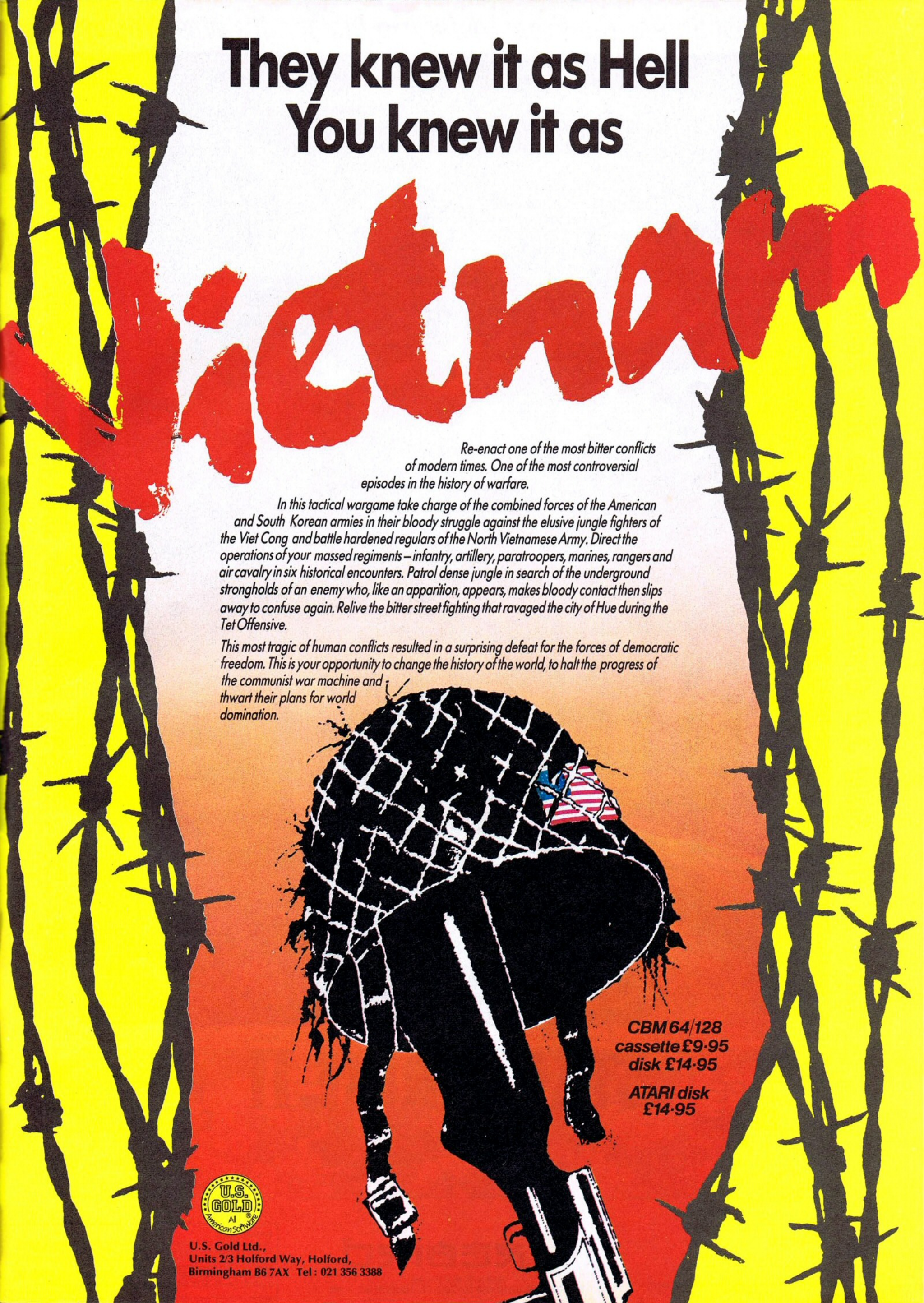
The idea of playing a part in a feature film sounds mind-blowing. The game, according to Mel, can go on for just as long as the player wants.

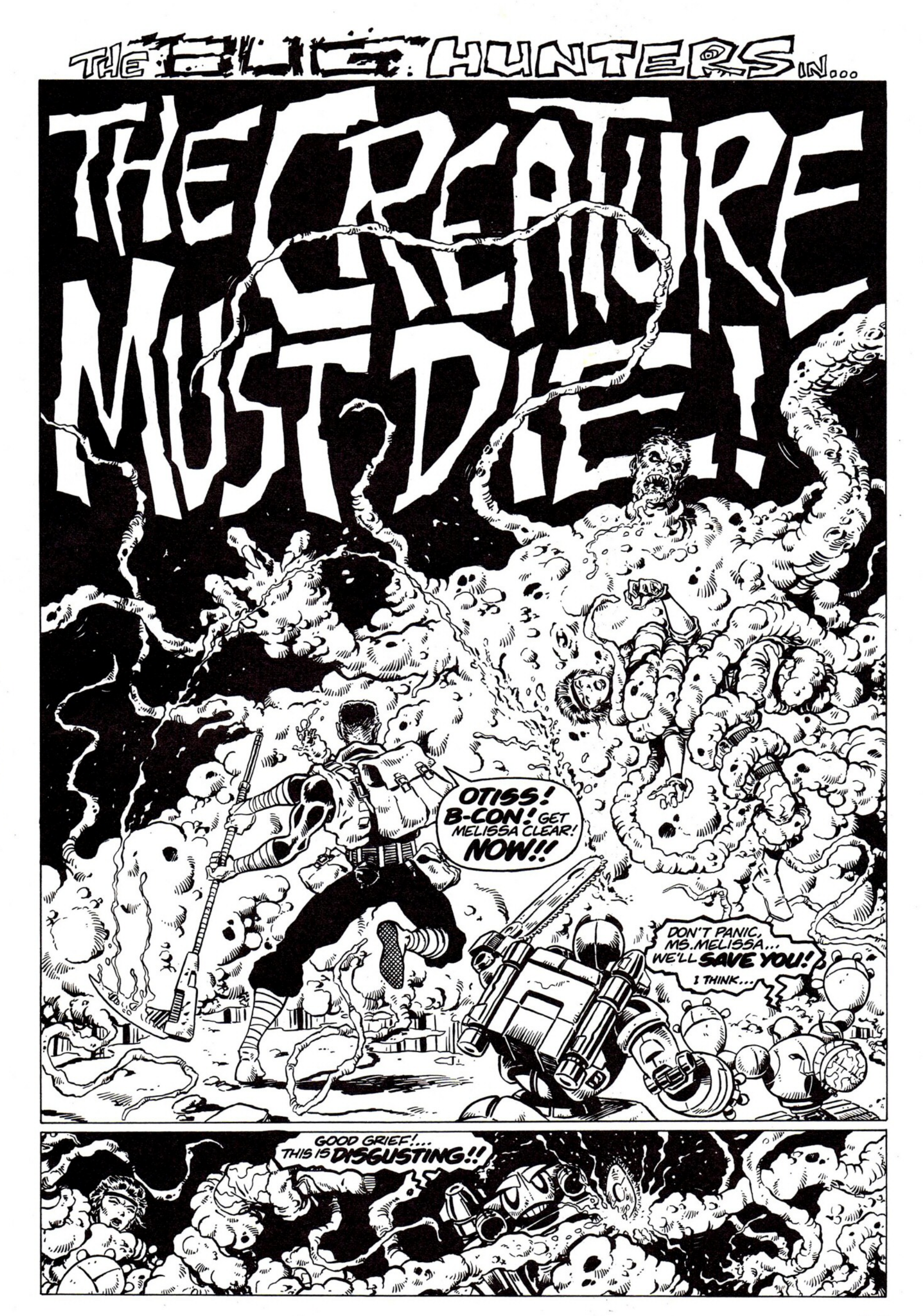
"This is what I wanted *Deus* to be," says Mel, "But at the time we didn't have the technology. Now anything could happen!"

Mel adds: "It's a very new field as far as I am concerned. It's old Croucher taking a flier again."

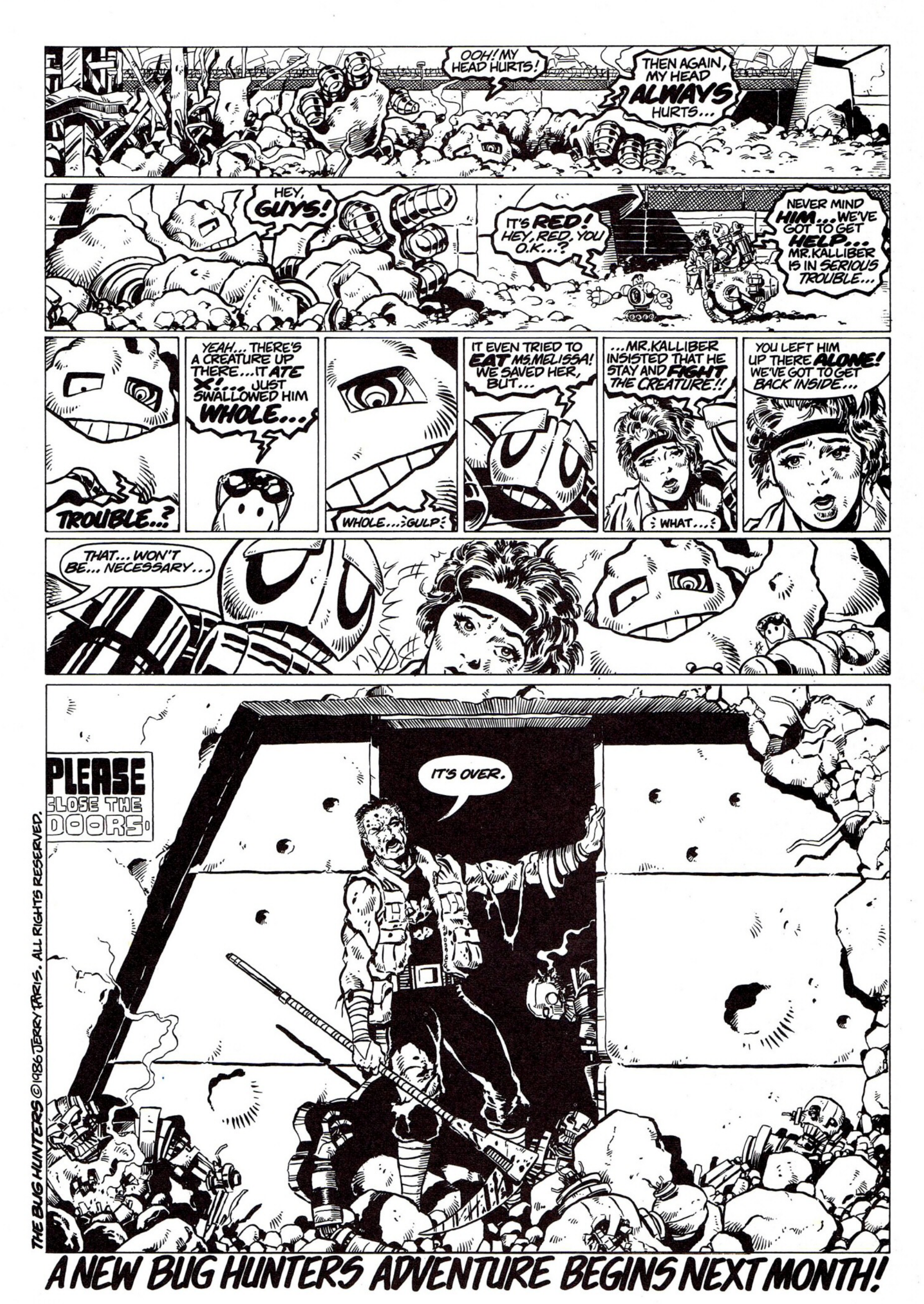
The potential of Mel's system is enormous. Imagine playing an adventure with real pictures and real sound, or actually taking part in a film. The possibilities are endless. If you've got a simple home micro the future is at your fingertips. . .

. . . JUST FOR ONE DAY


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You knew it as
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THE BUG HUNTERS IN...
THE CREATURE MUST DIE!
OTISS! B-CON! GET MELISSA CLEAR! NOW!!
DON'T PANIC, MS. MELISSA... WE'LL SAVE YOU!
I THINK...
GOOD GRIEF!... THIS IS DISGUSTING!!


SHE'S FREE MR. KALLIBER! LET'S GET OUT OF HERE...
YOU GO... TRY AND GET HELP...
BUT MR. KALLI--
DAMMIT, OTISS... DO WHAT I SAY!!
AAAAEE!!!! GET AWAY!! FROM ME!!
NOT A CHANCE, SCUM!
AARRGH!!
YES, YES... FEEL THE PAIN, KALLIBER...
WITHOUT THAT SCYTHE, YOU'RE JUST ANOTHER HELPLESS, PATHETIC-- UUUGH!
WHAT... ARE... YOU... DOING..?!
TAKING... YOUR LIFE... WITH MY HANDS...
UAAGH!...NO!! NOT... BEFORE I'VE TAKEN YOURS... FOOL...


OOH! MY HEAD HURTS!
THEN AGAIN, MY HEAD ALWAYS HURTS...
HEY, GUYS!
IT'S RED! HEY, RED, YOU O.K...?
NEVER MIND HIM... WE'VE GOT TO GET HELP... MR. KALLIBER IS IN SERIOUS TROUBLE...
TROUBLE..?
YEAH... THERE'S A CREATURE UP THERE... IT ATE X! ... JUST SWALLOWED HIM WHOLE...
WHOLE... GULP
IT EVEN TRIED TO EAT MS. MELISSA! WE SAVED HER, BUT...
...MR. KALLIBER INSISTED THAT HE STAY AND FIGHT THE CREATURE!!
WHAT...
YOU LEFT HIM UP THERE ALONE! WE'VE GOT TO GET BACK INSIDE...
THAT... WON'T BE... NECESSARY...
PLEASE
CLOSE THE
DOORS
IT'S OVER.
A NEW BUG HUNTERS ADVENTURE BEGINS NEXT MONTH!

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You need lightning reflexes, nerves of steel and plenty of brain power when you tackle today's big games. That's why you'll find COMMODORE USER your favourite ally. We don't just review the Megagames first, but give you maps, hints, tips and inside information to help you tame the most difficult of beasts.

The new look . . .

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Mailbag

COMPUTER + VIDEO GAMES
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What's the matter with you lot? The last time I got my hands on Mailbag I thought I would become an over night sensation, a cult figure, mobbed in the streets, deluged with fan letters. Do you know how many I received? NOTHING. Zilch. You lot must do better now.

● I read your magazine for the first time (June issue) and found it very enjoyable. I will make sure I get the next issue, but first, I feel that you may be able to help me. So prepare yourself for one of the strangest tales you have heard for quite some time.

"Software" is now almost a cliche, as is the phrase — "a great game" but, out of the seemingly bottomless depths of the software market, I have found two software items which have no equal, they are utterly, completely and undeniably brilliant.

They are both for the Spectrum, they are both from the same software house, and they are both penned by the fantastically, superb programmer — Mike Singleton. These games, if you haven't already guessed, are *The Lords of Midnight* and its sequel *Doomdark's Revenge*. Late 1984, I discovered that there was to be a third and sadly final "epic" game using the wonderful landscaping technique —*Eye of the Moon*. Eagerly phoned the software house — Beyond and enquired when it was to be released. September 1985, they said. Well, September came and went with no sign of the game. I phoned them again Easter 1986. Guess what? Easter passed with no sign of it.

Then the curious events began to occur. Beyond no longer answered the phone, or my letters to London or Market Harborough. Nobody seemed to know where they were. I immediately assumed the fatal tragedy — bankruptcy — but then, in the shops, I suddenly noticed a new release by Beyond and then another and another. I am slowly going berserk! I craved for *The Eye of the Moon*. Just like an addiction. Can you please enlighten me? Where is Beyond now? When will the game be released? You are my lost hope — I have tried everybody else I can think of — please help!

S J Harding,
Staffs

Otiss replies: Beyond has been bought by Firebird and have moved offices. As for *Eye of the Moon*, Beyond says it won't be ready before Christmas.

● I have been reading C+VG for about two and a half years, and have never seen a review as disgraceful as your one about *Pentagram* from Ultimate. To describe the graphics as "nothing special" is ridiculous. Ultimate were the pioneers of 3D animation and have produced brilliant games since *Knight Lore* was made.

It was quite obvious to me, that the reveiwer was basing the review on the similarity of Ultimate's games, not on the actual game reviewed. If *Pentagram* is such a bad game, how can you justify your marks for *Mantronix* which appear to be very similar to the Ultimate standard of games?

The *Pentagram* review was a gross injustice to the game and it should be reviewed properly!

Andrew Elliott,
Cleveland

Otiss replies: Nobody would dream of denying that Ultimate has produced a great range of games. But, even with the threat of Big Red sitting on him, our reviewer still sticks to his verdict on *Pentagram*. Obviously you don't agree, which is your right, Andrew.

● So, you want to know the other game of Bobby Patterson. Well, being a loyal Eagle reader, I will tell you.

It all started when Bobby was given a note by Martin, who told Bobby only to open it if anything strange happened. The next day, Martin disappeared, so Bobby read the note. It said that Martin was trapped in the computer and Bobby had to play 10 games and the Ultimate game. So he typed the code and began to play.

These games would then become reality with Bobby in the action. If he won all the games, Martin would be free. But no on believed Bobby when he told them about Martin. He first played *Zyklon Attack*, as a sort of practice and won. Then Martin's mum and dad threw the computer away as they thought it was a bad thing, not knowing that Martin was inside.

Then Bobby took it home and continued to play the games. Before the computer was thrown away, he played *Wizard of Wor* and won.

At home now, he played *Pastfinder* and won. Next came *Rescue on Fractalus*, he won again then came *The Great American Cross Country road Race, Ghostbuster* and *Walls of Jericho*, which he won. But then, came *Desert Fox*, he lost!

He was then sent to the nightmare zone. He met Martin, and the zone was where things kept killing them, but they reformed and kept on being killed. This went on forever. But, then Bobby challenged the computer and he was sent to play *Shoot-Out in the Wild West*. He won this and so returned to reality.

Next came *Psi-5 Trading Company* which he won again. The story then returned to the nightmare zone and Martin, where he found a once-chance tunnel. He chose a game on a spinning wheel, and he gained freedom only if he won. He played *Uggabullon*, a caveman game, which he lost. Bobby is now all set to play *Silent Service*.

I hope this is enough information for you.

Mayank Patel,
Surrey,

Otiss replies: Have I blacked out or something? What does this letter mean!

● Today in the pages of *Crash*, I read with a glow of pride, of Melissa's challenge to the wretched usurper Smith. Much as I agree with Melissa that this . . . this . . . creature deserves to be soundly punished for the claims that she made on being the only female tipster, and much as I applaud wholeheartedly Melissa's decision to take action on the matter, I feel I must warn her that if you go to Ludlow to dispense justice accordingly she will be walking straight into a trap. A horrible, loathsome and totally unscrupulous trap.

You see it has come to my attention through channels I would be only too happy to divulge should you wish to interrogate me on them (faint) that H Smith does not exist.

She is, in fact, only a cartoon character and is, furthermore, if you study the picture of her clasping the champagne bottles a rather badly drawn one at that. Therefore — be warned. Lord only knows what they have got skulking in wait for you down there but the mere fact that they have not shown it rather suggests to me that it is something underhand, treacherous and sly.

If you wish to use me as a human shield I am only too happy to offer my services.

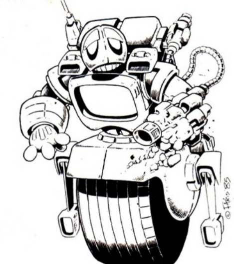
And all I ask for this information (apart from the knowledge that Melissa is now aware of my miserable existance) is a signed picture of Melissa which I will place in a position of honour in my humble dwelling. Grovelingly and obsequiously yours

Rex V Barnes,
Bromley

Otiss replies: We also suspected the said H Smith was nothing more than the figment of someone's imagination. Fancy challenging Miss Melissa to mud wrestling! Not that Melissa is not capable of going for the best of two falls, two submissions or a knockout while up to her cute neck in mud. But it's just not lady-like, is it. But never fear we're working on something which will expose the truth about Miss Smith to the whole world.

● I own what must be, in my opinion, the best home computer to be put on the market. It is, of course, the Oric. Sadly, due to bad marketing and software problems, it never did catch on.

I'm not saying that the Oric is a rubbish computer, far from it. There are a number of mail order companies which offer a wide range of software and hardware. In 1984 Oric



computers were best-sellers in France and number two in 1984. And today the Oric is doing very well in France — so the Oric is far from a lost cause.

There must be thousands of proud Oric owners who feel they are being left out in the cold and all alone. Computer magazines don't want to know about the Oric. I have not seen as much as a review in the past year.

This has spurred me on to produce a 16 page top quality newsletter which is totally devoted to the Oric. It features software reviews, news, charts, hints, tips and adventure.

Oric owners need never be left out in the cold. A year's subscription is only £8.50 for six issues. For more details send a S.A.E. to Keith Thompson, Your Oric Newsletter, 41 Morden Gardens, Mitcham, Surrey, CR4 4DH.

PS: We would like to say that we are not responsible for the errors within the newsletter that may appear from time to time. I hope you like the newsletter.
Keith Thompson,
Mitcham
Otiss replies: Alas, poor Oric etc etc. Thanks for the newsletter, Keith. We would also like to say we is nit respunsible for the horrors wot might appear in C+DG from tim to tim. I hop you lick the magazine.

● With reference to Robert Cook's letter, there is indeed an organisation for Oric users. The Independent Oric Users Club has now been in existence for over a year and although it has received various publicity it has still managed to escape many people.

I set up the group with the aim of helping Oric users to help each other. To this end I distribute our newsletter/magazine I.O.U.G. which comes out every six to eight weeks on average. Anyone who would like a copy of the current issue should send 40p — cash, cheque or P.O. made payable to I.O.U.G. — plus an A5 stamped addressed envelope to the address given. Alternatively people can write for more information or telephone me on 061 431 4160 between 6.15pm and 8.00pm.

An important point to note is that there is no membership fee and that members can, if they wish, order one issue at a time.

As for the issue of software there have, in fact, been several new releases over the past few months. These include *Playground 21, Damsel in Distress, Gubbie* and *Xenon III* from IJK software and an Oric version of the Quill Hardware support in the form of peripherals and repair is also still available.
Gary Ramsay,
I.O.U.G.
1 Kingsway Cres,
Burnage,
Manchester,
M19 1GA

● I am a Sinclair Spectrum 128 owner. I have had a few of them and I think they are fab. I am not new to computing as I have about 6 years experience, so, I should know what I am talking about. I am getting very angry with those sloppy people who write into magazines to moan about the incompatibilities of 48 and 128 games. The games that I have come across that don't work with the 128 are — *Robin of the Wood*, and *Sky Fox* — tha's it just two.

I am getting so angry that I have set up a Spectrum 128 helpline. This service is free of charge, but, please when you write to me, PLEASE enclose a stamped addressed envelope. This helps me to send letters quicker. If you wish to enclose a program on cassette that does not work then the best way to send it is by 'Recorded Delivery'. The address is as follows:
Scott Hatwood,
Hatwood Hi-Tech Software Ltd
128k Helpline
156 Leinster Ave
Knowle
Bristol

● I have been reading your fabulous magazine for the past two years, and have been building a Games Review Library C64, with the help of your diligent staff. Your mag is second to none in my eyes down here for us kangaroo chasers in the Land of Oz, please keep up the good work.

My only problem to date is, I also have several copies of *Big K* another computer mag which in their August 84 they do a minute review on a game called *Zoids* by Gordon Russell, supplied by Softex. Your April 86 Game of the Month is also a game called *Zoids* by Rob Hubbard, supplied by Martech.

This brings me to the obvious question. Are these two Zoids games the same with the April version only an updated edition of the earlier release?
Robert Lawrence
Wantirna
Australia
Otiss replies: Informed sources close to nobody in particular tell me the two games are different. Incidentally, Rob Hubbard just did the music on the Martech game.

● Wise Oracle, Master of the Seven Hidden Paths, this one who is unworthy even to play thy cast-offs would humbly ask help from thee.

The task in question is *Exodus Ultima III*. I have completed most of my destiny but still I cannot find the shrines where I must pray. Orcs Blood, I say, the Wizard in the Party is at level 99 and still has no more magic points than when he started at level 1!

I hope you see a favourable future in store for my party, that we may advance further toward thy exulted status.
Owen the Druid
Bletchley
Otiss replies: Alas, Holy Druid, my disk loadeth not, nor am I blessed with clues. See even I can write like ace adventurer KC.

● Is your Adventure writer Keith Campbell the Keith referred to in the Spitting Image song? The resemblance between Keith's almighty self and the slightly over-muscular gentleman with the brain the size of pea, who walks on as they mention your name, is astounding!
John Manifold,
Ulceby,
S Humberside
Otiss replies: Keith is not guilty — perhaps you're thinking of Gordo?

● A couple of years ago I was a regular reader of your magazine. This had to stop though, when you stopped supporting the Dragon — which incidentally is still alive and kicking. Recently I bought a new computer which is probably the best in its price range, so I decided to buy a copy of your magazine only to find that you do not support this one either. I know you have heard of the Enterprise because the word is printed in your software chart machine key. So why don't you support it? If there are people out there who have never heard of this computer I suppose I had better explain why I know it is such a good computer. The smallest version has 64k memory (a 128 is available). This is expandable to almost 3.9 megabytes. Highest graphics resolution is 672 by 512 and can have up to 256 colours on the screen at the same time. Stereo sound with four voices. Fantastic editing facilities. Eight function keys. For more serious users it has a built in wordprocesser and a fully expandable VIA 64 way interface. It can convert Spectrum programs to run on it (with added software) and has many more features. If other readers wish to obtain more information from the independent enterprise user group write of them at I.E.U.G. 12 White Gates, 100 Station Road, New Barnet, Herts, EN5 1QB.
John Foster
Sheffield

● What's all this that I have been reading? *C+VG* isn't the best computer magazine in the world. What is wrong with its new look? Nothing of course, I think it makes the magazine look a lot better. *C+VG*'s new look makes it a lot easier to spot on the shop shelves, so why all the moaning. There are only three minor things wrong and they are:

1 — how many mistakes can you put in a magazine at one time.

2 — you spelt my name wrong the last time.

3 — I would like to see some Atari reviews, not a lot, just some. It would stop me buying a hopeless game just because the graphics look good.
Carl Fraine
Manchester

● I am an Amstrad CPC 6128 owner and up until now a happy one. My problem began some time ago, when I bought Software Project's *Manic Miner*, the game, as you have probably guessed, did not load correctly. I exchanged it for another, but, this too failed to work. The next thing I did was to return my computer, but, the retailer could find nothing wrong with it.

Not long after I read that certain games designed for the 464 could not load on thd 6128 due to a speed loader. This cheered me up a bit, as it meant there was nothing wrong with my computer.

Recently I bought Mastertronic's *Nonterraqueous* and was greatly pleased with it. Later on school trip, I bought *Soul of a Robot*. While Soul works, *Spellbound* does not. It does not even register when loading or cataloguing. Is there

Mailbag

COMPUTER + VIDEO GAMES
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someway to fix this, is it a bug, or doesn't it work on the 6128 — it says it does on the cover.

You may think this is a lot of fuss over a budget game, but, Down Under they aren't — budget I mean.

Another problem I have is with *Knight Lore* by Ultimate. After completing the game the game refuses to load. Do you know why?

Matthew Trevor
Australia

Otiss: Can anybody offer a reasonable explanation to Matthew?

● I have a few points to make concerning the Atari computer which is becoming more and more popular.

Every month when I look through your review pages I find the vast majority of games reviewed for the Amstrad, Spectrum and Commodore. I know these are the most popular games computers in Britain, but, the amount of Atari software is growing all the time. So why didn't the following software appear in your pages?

King of the Ring, Sidewinder, Boulderdash II, Knockout, Great American Road Race, Night Raider, Archon 2, One Man and his Droid, etc, etc, etc. Were they not good enough?

Secondly I have bought your mag over the past two or three years and like the way you have changed its appearance, but, there is one thing I think could be done and other non Ams, C64 or S48 owners would agree with is if you donated about ten to 15 pages to the other computer on the market. At the moment I think I am getting a raw deal paying nearly £1.00 for five lines of news for the Atari, a token review and a couple of adventure game reviews.

My third and last point concerns two of the biggest software companies in Britain, Elite and Ocean. I'll start with Elite — before Christmas all Elite games were for the C64/128, Ams and Spectrum. Since then they have started producing software for another four computers. When you consider the Atari's sound, graphics, and memory capabilities you would think Elite would produce games for this computer too, but, NO. Can you put me out of my misery about whether or not Ocean's *Matchday* or *Daley Thompson's Decathlon* are out for the Atari. I saw them advertised in my mother's catalogue before Christmas and ordered them but they never came. After many phone calls they said the two games were out of stock. I decided to write to Ocean on a number of occasions but recieved no answer. The games hadn't been advertised in any computer magazine, but wait for it, in Atari User Decathlon appeared in the Top 10 with Elite the game that had never been released. I would be very grateful if you could give me a definate answer to all my questions.

Michael Ives
Newcastle

Otiss replies: We would love to extend our Atari coverage and have in recent months, especially on the Atari 520ST. But in truth software companies do not send out a lot of Atari games for review. Ocean tells me that Matchday and DT's Decathlon are not available for the Atari. As for Elite, presumably the company does not think putting out Atari games would make them money.

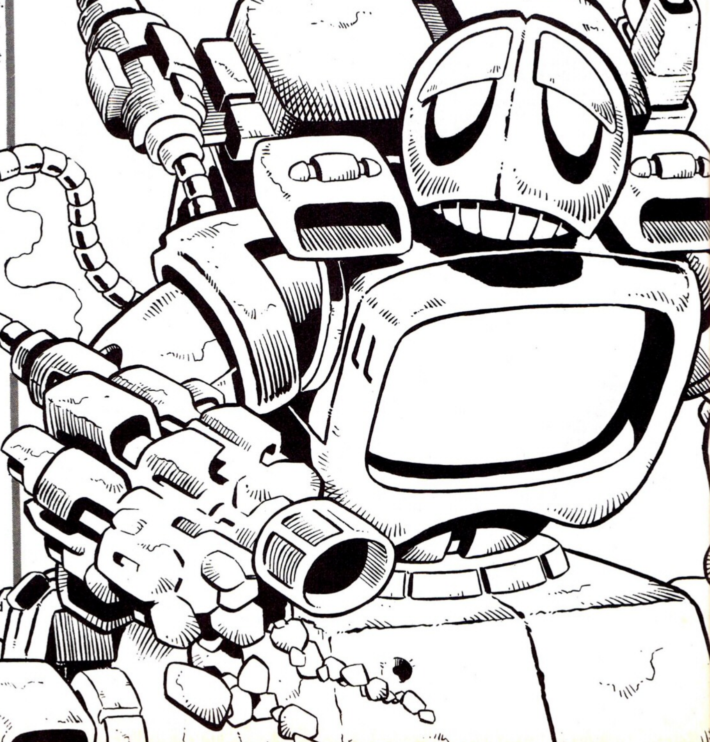
● I am writing to you expecting an explanation, not on your part but, the part of a certain top software company called US Gold. On June 27th I bought US Gold's new release *World Cup Carnival* which cost £9.95. After playing it I thought it was not very good.

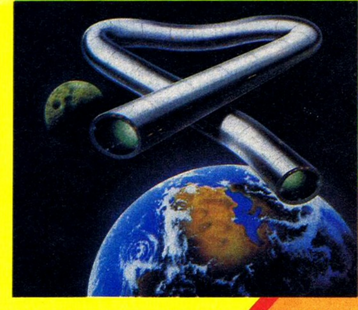
Then on June 28th, I bought a football simulation game called *World Cup Football* from Artic Software which cost £1.99. To my amazement the two games were exactly the same but with the game from Artic you get flashing adverts and instead of 24 teams you get ten.

A quote out of C+VG's July issue said: 'A team of programmers have been working on the game for six months and the game will reach 'new standards in football simulation'. This is not true at all. Could you explain why the two games are identical, by asking US Gold. Also do they give refunds?

Michael Crawford,
Birmingham

Otiss replies: A lot of people are unhappy like you, Michael. The quote about the game in C+VG came from US Gold. They haven't actually sent us a copy of the game — despite requests. Could it be because we — and other magazines — might have twigged it was just a tarted up old game and said so? We don't feel like having to explain away US Gold's decisions. Perhaps the company would care to write and tell us?





That's when the music takes me — yeah, man, C+VG goes musical next month with a look at Clever Music, the micro maestros who do wonderful things to computers to make music for computer games — like CRL's Tubular Bells — and TV jingles. And while were on about music, we've got something REAL SPECIAL up our sleeves. But were not saying a word yet because other magazines will get very jealous . . .



Crunch! Arragh! Zonk! Bam! Boom etc. Yes, Fist II, the follow up to Melbourne House's mega-successful The Way of the Exploding Fist, is about to beat up a computer near you very soon.

But already C+VG has been battling it out with the Fist follow up. Is it any good? Find out on September 16th.



C+VG NEXT MONTH

We'll be venturing off to take a look at the fascinating world of Dungeons and Dragons. Who are the people that take part in these role-playing fantasy games? Are they normal? Find out in around 28 days from now.

Star Dreams, the people who brought you The Wizard of Tallyron games, have now come up with Wild West, set in the rough, tough frontier world of the railway. And if you can't be bothered to type in the listing there's a special tape offer exclusive to C+VG readers. So don't forget to make a date with your newsagent.

Ace adventurer Keith Campbell has cast a spell and got his hands on a copy of The Colour of Magic, The Delta 4 adventure from Piranha. It's based on the riotously funny fantasy book by Terry Pratchett and is about the extraordinary Discworld, set on a turtle's back, which is about to experience its first tourist. Get the picture? We might even throw in a competition for you.

Next month we've got a special Melbourne House Commodore 16 competition. The top prize is the chance to win a year's subscription to C+VG. There're also games up for grabs. There're also the usual ingredients that have made C+VG the Number One computer mag — latest news, tons of reviews, competitions, Hot Gossip and the Bughunters. All this and more. C+VG — on sale on September 16th.



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